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Mild Violence

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## TIPS & TRICKS



This issue marks a milestone for the *TIPS & TRICKS* staff: It's our 100th issue! We'd like to thank every one of our readers for keeping the faith over the last nine years; this magazine would not have survived if y'all didn't buy it, and read it, and like it. For this, we'll be forever grateful. Unfortunately, we can't thank you all by name...but there are two people who we would like to single out as *TIPS & TRICKS'* most loyal readers of all time. Their names are Alberto Chavez and David McCormick. Both live in Illinois, and both have been subscribers since July of 1995, which is right around the time we started offering subscriptions to *TIPS & TRICKS*. (For the first year, *TIPS & TRICKS* was only available on newsstands.) No one else has been with us longer than these two guys. To Alberto and David: We tip our hats to you, sirs. Special *TIPS & TRICKS* gift packages are on their way to your homes. We hope you'll still be out there when we reach issue #200.

**ON THE COVER:** A bunch of video-game characters, all copyrighted or trademarked by their respective owners.

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# Readers' tips

If you want to get in touch with **TIPS & TRICKS**, you're going to have to do it the old-fashioned way:

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**100 issues and still no e-mail! Woo-hoo! Hey, if it's important enough for you to spend 37¢ on a stamp, it's important enough for us to read it!**

## BLESSED ARE THE CHEATERS

This is just a short letter to tell you that I really enjoy your magazine. Also, thank you for selecting me to be one of the winners in your *Blood Omen 2 Sweepstakes*. If there is anything I could do to assist the staff of *TIPS & TRICKS*, please contact me. I will write to you again in the future. Until then, I bid you a goodbye. God bless America, God bless our troops and God bless you all and your families!

—Ryan Michael Hill  
Havre, MT

Actually, there is something you can do for us. If you're at a grocery store or newsstand and you see copies of *TIPS & TRICKS* for sale, could you please move them all to the front of the rack so people can see them? The editors do this all the time at retail locations in the Los Angeles area, but we can't be everywhere at once, and we could always use a few more readers in Montana. Thanks!

## SALARY REVIEW

Whoever was responsible for the Ozzy Osbourne design deserves a raise. I am referring to the *Animal Crossing* section on page 92 of your February issue. I have been a reader of your magazine for several months, but I always buy it from my local bookstore. If you keep having more awesome *Animal Crossing* designs, I might be forced to get a subscription.

A loyal reader,

—Christian Tidball  
Klamath Falls, OR

Why, thank you; let's hope his boss reads this. You'll find another one of those complex grayscale patterns in

this month's edition of *Animal Crossing Almanac*, this time featuring a celebrity who is probably the complete opposite of Ozzy Osbourne in every conceivable way. Hope you like it.

## GAME GEAR LOVE

I always read your *Collector's Closet* column every month, but I never see anything about my favorite system, the Sega Game Gear. Where's the Game Gear love? I have over 100 games for it and I'm looking for information about which games are rare or hard to find.

—Warren B. Thomason  
Middlesex, NJ

For whatever reason, very few collectors seem to be interested in the Game Gear...which is great news for you, because it means that Game Gear stuff is cheap! As far as we can tell, practically every one of the 250-odd North American Game Gear games can now be had for less than half of its original suggested retail price, and the going rate for the TV Tuner accessory (which had been considered scarce) has come down dramatically over the past few years. The only U.S. games that appear to be drawing any interest are *Mega Man* and *Shining Force: The Sword of Hajya*, both of which have been selling for roughly \$30 to *Mega Man* fans and RPG collectors who probably don't even own Game Gear hardware. Lots of unusual Game Gear software and hardware has been released exclusively in Japan—including *Panzer Dragoon Mini*, two *Virtua Fighter Kids* titles and special Coca-Cola, Rayearth and *Virtua Fighter* Game Gear units—but we usually don't get too heavily into the import scene in *Collector's Closet*. The best advice we can give you is to take care of your boxes and be willing to pay a slight premium for "complete" games (with boxes and instructions). Like the Game Boy, most Game Gear owners threw their boxes away, so complete copies of some titles turn up very infrequently.

By the way, if you're a GameCube owner, you'll definitely want to check out the new *Sonic Adventure DX* disc from Sega: It includes 12 different *Sonic*-related Game Gear games—including the Japan-only releases *Sonic Drift* and *Tails' Sky Patrol*—and allows you to play them on the big screen for the very first time!



This limited-edition Coca-Cola model Game Gear was released in Japan with a game called *Coca-Cola Kid*.

## AUDIO GAMES

My friend Jared loves video games, even though he is hearing impaired. It's usually not necessary for him to hear what's going on in a game. In fact, in most games he's better than me! They are called video games, after all. But I was thinking, are there any video games for the visually impaired?

—Corey Shulman  
Miami, FL

It's been said that at the movies, the sound is more important than the picture; that is, if the picture goes out, you can still figure out what's going on by listening to the dialogue, but if the sound goes out instead, you're lost. As continued on page 7

## TOKEN OF THE MONTH



Front



Back

This month's token comes from the PowerZone Arcade at the Illini Union in Urbana, Illinois; it was sent in by Earl Edburg of Sibley, Illinois. Thanks, Earl!

Arcade players and operators: Send us a token from your favorite arcade! If we choose it as our "Token of the Month," we'll print your name right here! Tape the token to a piece of cardboard (so it doesn't come loose in the envelope) and send it to:

Token of the Month  
*TIPS & TRICKS* Magazine  
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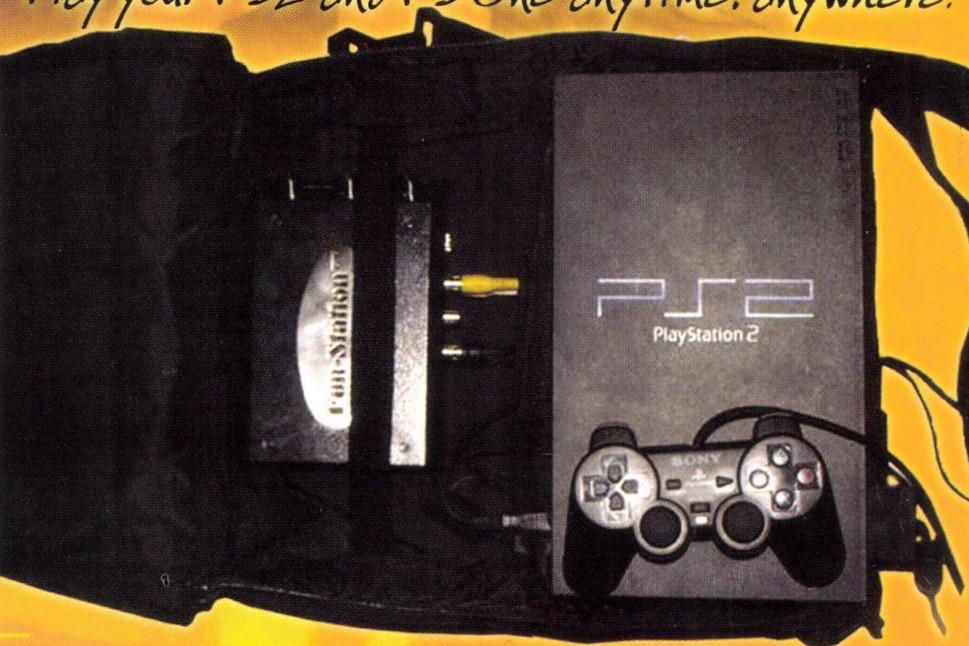
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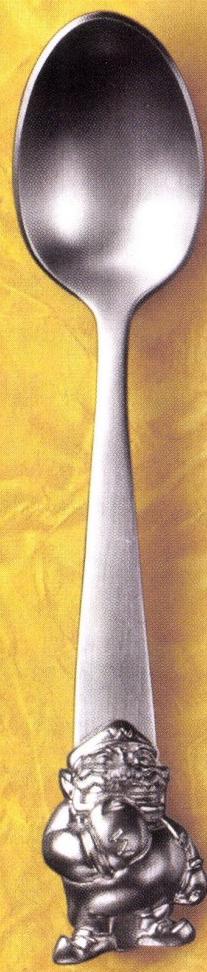
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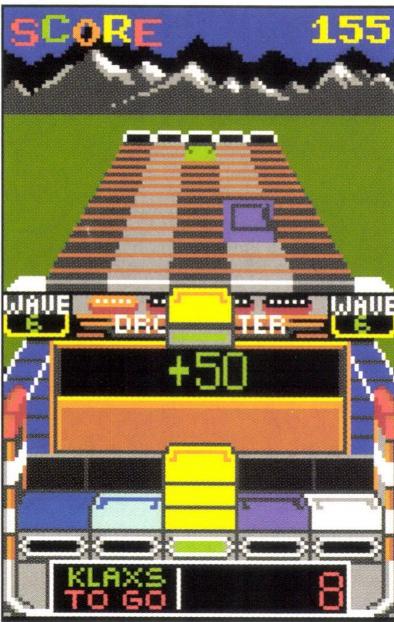
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Get ready for hyper-gaming.



**Klax on the Atari Lynx system:  
Can a blind person actually play it?**

your letter points out, the exact opposite is true of video games!

Several companies have attempted to address the need for interactive entertainment for the visually impaired, most notably an experimental PC- and Internet-based gambling game that can be enjoyed by both the sighted and the sightless. Back in the early '90s, we were invited to play an audio-only version of the ultra-old-school mainframe computer game Hunt the Wumpus during a demonstration of "three-dimensional sound" at QSound Labs. You had to listen to the sounds the enemies made, then point the joystick in the corresponding direction and shoot. A voice announced your score at the end of every round; it was pretty fun to play!

To date, the most ambitious "audio game" is Real Sound: Kaze no Regret, an adventure game with no graphics, only dialogue and music. Released in Japan for the Sega Saturn in 1997 (and converted to the Dreamcast in 1999), the game was developed by Warp, known only in the U.S. as the creator of such obscure console games as Trip'd, Enemy Zero and D2. Of course, it's entirely in Japanese.

There is one American console game which we think might be playable by the visually impaired, but it's a long shot. The Atari Lynx version of Klax has an excellent soundtrack which should give you all of the necessary feedback needed to play the game, provided you listen with stereo headphones on the smaller "Lynx II" machine (the original model of the Lynx did not support stereo). The location of each tile can be determined by its volume and its position in the stereo

spectrum as it falls, and its color is easy to figure out because each color makes a different sound. It would be really hard to play without looking at the screen, though, because you'd be forced to memorize the position of every single tile you dropped—and you can't hear the location of the little paddle that catches the tiles unless you press Up to flip a tile back onto the playfield. If anybody can successfully play the game this way, we'd love to hear about it!

#### AS SEEN ON TV

I saw you guys on TV! I was watching a new cable channel called G4 which is a 24-hour channel all about video games, and they had this one show called *Filter* where this really hot girl talks about top ten lists for games. Suddenly I saw "Anatole Brown" and "Jason Wilson" from *TIPS & TRICKS* on the screen! I couldn't believe it! You guys make the best magazine, and now you're famous TV stars as well!

—Kenneth Brazier  
Mount Prospect, IL

Well, we wouldn't go *THAT* far, but yes, we've appeared on G4 several times now. As this issue goes to press, we're getting ready to appear in a special episode of a show called *Cheat!* which will probably air sometime this summer. The G4 crew is going to come in and shoot some footage that will give you a rare, behind-the-scenes look at the *TIPS & TRICKS* offices!

We hope G4 catches on; it's really cool to turn on the TV at any time during the day and see video-game news, previews, reviews and cheats. Unfortunately, there are still a lot of areas across the country where G4 is not available. If you don't have G4, the only way to get it is to call your cable company and complain about the fact that you don't have it. Most cable companies only add new channels about twice a year, so you're going to have to be persistent and remind them about it several times.



**Jason Wilson as seen on G4,  
probably babbling about some  
old NES game.**



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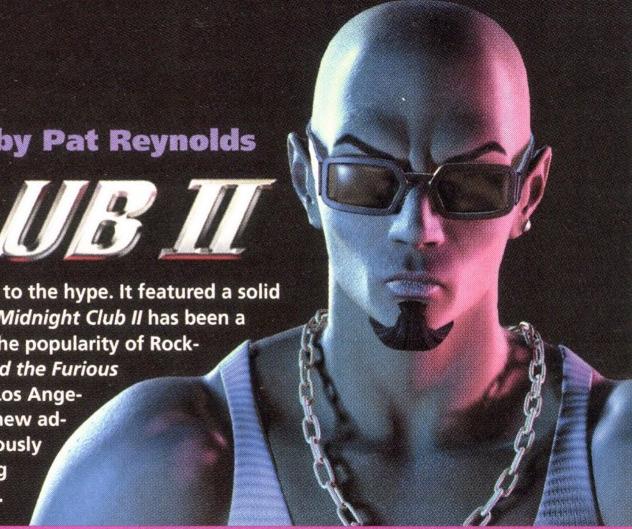


Comic Mischief

# 灣岸 MIDNIGHT CLUB II

by Pat Reynolds

The original *Midnight Club* was one of the early PS2 games that lived up to the hype. It featured a solid racing engine and intense courses through traffic-filled urban settings. *Midnight Club II* has been a long time coming, but it's certain to pull in even more fans because of the popularity of Rockstar's recent smash hit *Grand Theft Auto: Vice City* and movies like *The Fast and the Furious* and *Gone in 60 Seconds*. The sequel brings better graphics, three huge cities (Los Angeles, Paris and Tokyo) and dozens of tricked-out racing machines including the new addition of motorcycles to the mix. This guide will help you get through the seriously challenging Career mode races, provide info on the vehicles you'll unlock along the way and offer tips for mastering the many driving techniques in the game.



## LOS ANGELES VEHICLES

### Cocotte

Your starting car is good for the initial set of races against Moses. It's the worst car in the game, of course; as soon as you win another vehicle, you won't ever need to get behind the wheel of the Cocotte again.

Top Speed	Unlock Method
138	Initially Unavailable

Nitro 1



### Emu

Although the Citi has better acceleration and handling, the Emu goes faster at top speed. However, the hit it takes to handling isn't really worth the improved speed.

Top Speed	Unlock Method
155	Defeat Stephen in Career Mode

Nitro 1



### 1971 Bestia

This classic muscle car has good acceleration, but suffers from poor handling. It can power through most collisions without losing much speed, although negotiating tight corners is a problem. Break out the Bestia when the race has a lot of straightaways, wide roads and gentle curves. The Citi has better acceleration and handling, the Emu goes faster at top speed. However, the hit it takes to handling isn't really worth the improved speed.

Top Speed	Unlock Method
156	Defeat Diego in Career Mode

Nitro 1

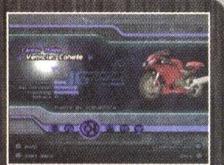


### Cohete

There are some big differences between driving a car and riding a motorcycle. The main thing to remember is that while cars can take most collisions and keep moving, any big hit on the bike will send you over the handlebars and seriously delay your race. You'll need to drive cautiously if you want to win on a bike. However, the Cohete can do some things that cars can't. You can pop a wheelie (hold Down + L1) to gain a speed boost—and you can do this as much as you want, while cars have limited nitro boosts available to them, at most. You'll also be able to use weight transfer (L1) to take sharp turns without losing speed. Although motorcycles don't get nitro, they can slipstream turbo just like cars.

Top Speed	Unlock Method
160	Defeat Bikers in Career Mode

Nitro 0



### Citi

The Citi will be your main ride for the early L.A. races. It boasts improved acceleration and handling over the Cocotte and it also comes equipped with a nitro boost. You can win the first couple of race sets in L.A. using this car.

Top Speed	Unlock Method
138	Defeat Moses in Career Mode

Nitro 1



### Torrida

When you win this car from Maria, you can use it for the rest of the L.A. races. Its acceleration isn't the greatest, but it has good top speed and excellent handling, making it the perfect car for the rough L.A. street races.

Top Speed	Unlock Method
146	Defeat Maria in Career Mode

Nitro 1



### Interna

The Interna has incredible handling and good acceleration but low top speeds. It's a great vehicle for races that have a lot of sharp turns, where the cars aren't likely to hit and maintain their top speeds for extended periods of time.

Top Speed	Unlock Method
147	Defeat Angel in Career Mode

Nitro 1



### Citi Turbo

This souped-up version has better speed than the regular Citi. Earned during the later L.A. races, the Citi Turbo has excellent handling but poor acceleration.

Top Speed	Unlock Method
162	Defeat Gina in Career Mode

Nitro 1



### Monstruo

The Monstruo has a high top speed, but it suffers from somewhat poor handling. In the later L.A. races, this can be a major detriment, as taking sharp turns becomes more and more important. This is a good car, although it will become more important for the early Paris races than for any of the L.A. courses.

Top Speed	Unlock Method
173	Defeat Hector in Career Mode

Nitro 1



### Jersey XS

You'll earn this sports car for defeating Dice, the reigning L.A. champion, in the final set of L.A. races. It's the first vehicle you'll get with two nitro boosts, and it's an all-around great car, with good top speed and very good handling and acceleration.

Top Speed	Unlock Method
165	Defeat Dice in Career Mode

Nitro 2



# LOS ANGELES RACES



## Opponent: Moses



### Initiation

Your first race is a straight shot through downtown with very gentle curves, designed to let you get a feel for the car and the racing engine of the game. Remember to approach curves from the far side of the road so you can maintain a relatively straight line through them.



### Welcome to the Club

Your first race for pinks (you'll win your opponents vehicle if you place 1st) takes you up a ramp and onto the freeway, heading into oncoming traffic! Dodge the cars and follow the checkpoints to leave the freeway. This is a short race, and there's a very useful shortcut near the end: Look for the alleyway and crash through the fence to hit the final checkpoint in style. You'll win Moses' ride, the Citi, which is equipped with Nitro.

## Opponent: Steven



### Takeoff Time

This is a race against the clock. You'll have a timer counting down, and each checkpoint will add a few seconds to the time remaining. You may also have to contend with the police in this race. Try to ignore them, but if they really start giving you problems, run them into large vehicles like buses and trucks to peel them off your back.



### Triple Threat

Another new type of race; the checkpoints here can be hit in any order. You can follow the arrow to the closest checkpoint, or use the map and plot your own course. Kick into your nitro early in the race—the starting stretch is the best place for a speed boost to put you out ahead of the pack.

## Opponent: Maria



### Freeway Rally

This race consists of a lap around the freeway, but the checkpoints will force you to take the off-ramps and then get right back on the freeway. Be careful on the second off-ramp transition; there's a scripted sequence with a semi truck rolling across your path. Don't freak out, though, because you can drive right under it and keep going. Even better, if you have opponent racers near you, give them a bump just before the truck crossing to throw off their aim and force them to crash, extending your lead! Use your nitro on one of the long straightaways or save it for the very last stretch of this run, leading up to the finish line.



### Corner Cutter

This is a standard drag race with a lot of sharp turns. Be sure to take a car with very good handling for this one. Because of the winding course, one good trick for this race is to follow Maria until you hit the straightaway near the end, then slipstream turbo or nitro-boost past her for the win.

## Opponent: Hector



### Lose the Cops

This isn't so much a race as it is an escape. You'll need to lose the police before meeting Hector at the new race point. The easiest way to lose your initial tail is to power straight down the road from the start, turn right at the end and hit the jump over the aqueduct to land on the other side. You'll pick up another officer shortly down the road, but if you continue straight you'll find a construction area with barriers and equipment set up. Losing the cop in that maze is simple enough, and from there it's a short drive to meet up with Hector for the race.



### Block Party

This race takes place during a rainstorm, making the streets treacherously slick. It's a good idea to sacrifice some handling and choose a car with a little weight here—you'll find that the heavier vehicles won't slide around or lose control as easily as the smaller ones. Compounding the difficulty of the race is the fact that there are a lot of sharp turns, so if you take a heavier ride, be sure to compensate for it by starting your powerslides early to maintain speed around those corners. You win the Monstruo after dispatching Hector in this race; it's a fine car which you can use for the rest of the L.A. races if you don't mind sacrificing a bit of handling in exchange for a boost in speed.

## Opponent: Gina



### Unexpected Guests

This is a basic race, but there are some tight turns—including a double-back near the beginning—to put your powersliding abilities to the test. No worries, though; there's a nice, long straight about halfway through the course where you can kick in the nitro to make up for any lost ground. Take a car with solid handling and good acceleration for this race.



### Weight Training

Now that you've got a bike, it's time to test it out. You have plenty of time to put the Cohete through its paces as you head for the single checkpoint on the far end of the city. Try out the wheelie and learn how to use weight transfer (L1) to take turns without sacrificing much speed.



### Showdown

You'll face bikers here for the first time. Motorcycles are fast and accelerate very quickly, but they're fragile. Since you're in a car, you can take advantage of this fact by slamming into them and knocking the riders to the pavement as often as possible. The course gives you ample opportunity for causing mayhem, too, since several checkpoints are located in a cross-section of streets that has you and the bikers looping around and making head-on passes several times. Take out as many bikers as you can, then nitro on the final straightaway leading to the goal.



### Flight to the Finish

The final race against Gina takes you onto the freeway briefly before dropping you into a double loop around the upper and lower ramps of Los Angeles International Airport. Be careful to avoid the heavy traffic that's pulling away from the loading areas near the airport. When you clear the LAX section, you'll pick up the police. Luckily, there's a nice, straight section of road where you can lose him with a nitro boost. After clearing the final checkpoint, stay right and look for the construction site. Drive straight through it, hit the conveyor belt (it's best to tag along behind another driver the first time so you can find the small opening to the ramp) and go straight up to jump right across the finish line!



# LOS ANGELES RACES

continued

## Opponent: Angel



### Hollywood Hysteria

A trip through the winding Hollywood Hills is the agenda for the first race against spoiled rich kid Angel. Be sure to take a vehicle with excellent handling to negotiate the twists and turns of the roads here.

### Drag

Angel's dad Diego steps in to challenge you to an old-school drag race straight out of *Grease*. This race introduces you to the handbrake start, a technique that will become invaluable in your future races. Hold the handbrake and the gas until the race starts, and then let up on the handbrake to shoot off the line. Diego will lead you into the aqueducts—be sure to hit the ramp on the dividing wall or your race will come to a sudden end.



## Opponent: Dice (L.A. Champion)



### Crossover

The time has come to face off against Dice, the champion of Los Angeles. This set of races will test your knowledge of the streets of L.A. and all of the techniques you've learned so far. First, you'll need to slalom between the palm trees to hit a series of early checkpoints before heading onto the freeway for some on-ramp/off-ramp action that will really test your reaction time. The race takes you back into the city before putting you on the freeway again. Look for the construction lights and aim for the opening between them to drop from the freeway down into the industrial zone for the final section of the race. You'll end up in the aqueduct again. The final checkpoint can throw you for a loop—hang a hard right to enter a well-concealed tunnel that leads right to the finish line.



### Cheaters Never Win

Angel will jump off the line before the count ends to give himself an early lead in this race. Not a problem, though; there's a killer shortcut later in the race that should be enough to put you back on top. This race has

your first opportunity to pull a 180: After crossing the bridge and hitting the checkpoint on the other side, you'll need to turn around and head back the way you came. Hold the handbrake and turn hard left or right, then slam on the brake to spin 180 degrees. Use a handbrake start to get your speed back up for the long stretch to the next checkpoint. Keep going straight and you can plow right through the glass doorways of the building there to get the jump on the competition. After pulling out ahead, the rest of this race is cake.

### Droppin' Knowledge

This race is basically a test of your familiarity with the L.A. streets. It features a lot of the same tricks that you've already discovered: the curving Hollywood Hills roads, the jump over the aqueduct and a straight shot through the heart of downtown that's just screaming for a

nitro boost to widen your lead. Veer right just past the final checkpoint and you'll be driving straight for the L.A. Convention Center (site of the Electronic Entertainment Expo, the big video-game industry trade show attended by *TIPS & TRICKS* every year). Smash through the front doors and head for the hallway across the main lobby (be sure to avoid the pillar) and you'll find another familiar site on the other side. The conveyor belt ramp will propel you straight through the finish line for a truly spectacular conclusion to your time in L.A.!

# PARIS VEHICLES

### • Boost

Although not the fastest car available, the Boost features handling so good that you'll only need to power-slide through the sharpest turns. It also accelerates well, making it a great car for the early Paris races.

Top Speed	191	Unlock Method	Defeat Blog in Career Mode
Nitro	2		



### • Schneller VS

Fast and durable, this ride can muscle through collisions and keep going. It accelerates a bit slowly and tends to slide around during sharp turns, but aggressive opponents won't be able to force it to tailslide or run off course as easily.

Top Speed	204	Unlock Method	Defeat Primo in Career Mode
Nitro	2		



### • Fripion X

Another sturdy car, the Fripion X accelerates with the best of them, and its long frame allows it to take some hits while keeping its speed and heading. It handles well and its top speed is good, although most of the other cars you'll unlock in Paris go faster...and the Stadt, when you get it, is better for the off-road stuff.

Top Speed	170	Unlock Method	Defeat Stephane in Career Mode
Nitro	2		



### • Bryanston V

The Bryanston is an average light car that can take collisions and adverse driving conditions better than others in its class. It handles well but won't take you too far during the tough Paris challenges. Another good starter car, but you'll want to upgrade to something more powerful before long.

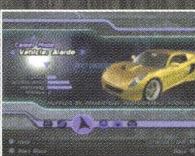
Top Speed	178	Unlock Method	Defeat Julie & Jewel in Career Mode
Nitro	2		



### • Alarde

You're in Europe now, so it's only fitting that you should get at least one sporty Italian car. The Alarde may not have the best top speed (it's actually pretty low), but it accelerates so well that you'll make up for lost ground by picking up speed after rounding corners or hitting other cars. It also handles extremely well, although it can get knocked around quite easily.

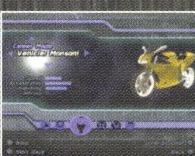
Top Speed	157	Unlock Method	Defeat Stephane in Career Mode
Nitro	2		



### • Monsoni

The second motorcycle in the game is a better all-around version of the Cohete. Just keep in mind that a faster bike is harder to control and will put you in even more danger of taking nasty, race-ending spills. You can even get the Monsoni up to 200 MPH for short periods of time by using the wheelie speed-boost ability.

Top Speed	175	Unlock Method	Defeat Ian in Career Mode
Nitro	0		



# PARIS VEHICLES continued

• **Modo Prego**  
This Porsche clone is your reward for defeating Parfait, the Paris champion. It is fast, handles extremely well and slides around like a cat on a wet tile floor if you're not careful about your cornering. Opponents are also highly likely to try to force you to lose control of your car by bumping you from behind, and this car will spin out if you let them near you. If you can stay ahead of the pack and manage your turns, though, it's a great ride.

Top Speed  
**185**  
Nitro  
**3**

Unlock Method  
**Defeat Parfait in Career Mode**



This car grabs the road and owns it, making it

Top Speed  
**158**  
Nitro  
**2**

Unlock Method  
**Defeat Farid in Career Mode**



the perfect choice for rainy weather and courses that take you onto slick grass or shallow water. It won't slide around easily during collisions or hard cornering, but it pays for this increased handling with a reduced top speed.

• **Stadt**

Secret Agent Owen gives you this ride during the Farid races. As befits its name, the Victory can easily take you through the late set of Paris races. It's a well-rounded car that excels in no particular area but is very good in all of them.

Top Speed  
**167**  
Nitro  
**2**

Unlock Method  
**Defeat Owen in Career Mode**



## PARIS RACES

The city of lights will challenge your driving skills with its mix of narrow streets, wide-open plazas and a dangerous system of tunnels running under it all. You'll also be able to spot famous landmarks like the Eiffel Tower, the Louvre and the Arc de Triomphe.

### Opponent: Blog



#### Eiffel Visions

This race gets you accustomed to the traffic and relatively narrow streets of Paris. You'll start the drive by heading straight for the first checkpoint, then pulling a 180 to head back under the Eiffel Tower and onto a nice, long straightaway. This race is a great place to get used to a new technique: two-wheel driving. Hold the weight transfer button (L1) while pushing Left or Right on the left analog stick to pop up onto two wheels, giving your car a smaller profile and letting you slip between oncoming vehicles or through narrow openings. Be careful, though—if you stay up for too long, you risk flipping your car and losing some momentum. The rooftop ramp near the end of the race is a great nitro spot, and you'll want to pop up onto two wheels to get under the triple arches just before the finish line.

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#### Rooftop Vistas

The second Parisian race introduces you to some huge jumps as well as the rooftops of the city. Hit nitro on the base of the first ramp to soar ahead and take an early lead. Look for the ramp that leads up into a building on the right—take it, then hang a sharp right at the top to hit the checkpoint and stay on course. A series of rooftop jumps is probably the trickiest part of this race. Avoid the obstacles and be sure to have good speed going off the final rooftop so you can land in the enclosed courtyard below.

### Opponent: Julie & Jewel



#### Twin Turbo

This is another race that lets you hit the checkpoints in any order. You can choose to go right or left at the start; I recommend going right. The checkpoints form a long loop that brings you right back to the start.

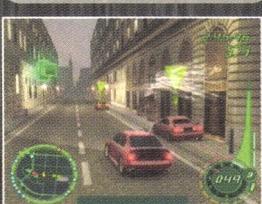
Heading right at the start lets you hit a nice ramp just before the finish line and end the race with some serious airborne style.



#### Rollercoaster

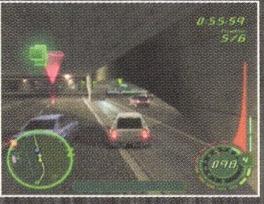
Early in this race, you'll pass the building with the ramp leading up into it from the last race. Use the ramp and head straight through the building this time to get a head start on the competition. Even better, the computer-controlled racers don't ever seem to use this shortcut. When you drop onto the expressway, you'll need to pull a 180 at the checkpoint to enter the exit tunnel. Look out for the fuel pumps inside the tunnel; if you clip one, it's bye-bye automobile. The race ends with a jump through the Louvre; be careful to position yourself to hit the ramp going straight or you might launch into a wall.

### Opponent: Primo



#### Seine Insane

The main portion of this run takes you around the Seine river banks. There's an alternate route early on (a hard left turn in the first alleyway) that a couple of your opponents invariably take. Follow them; it's the best route through the race. Memorize the checkpoint patterns along the river drive and you'll have this one beat in no time.



#### Swerve

This race gets its name from a series of checkpoints on the freeway that force you to swerve in and out of the dividing columns (and oncoming traffic) to clear. This is the hardest part of the race; if you clear the pillar run, the rest will fall into place. Look for the double ramps over the river near the end of the race for an alternate shortcut to the finish line.

### Opponent: Stephane



#### Roundabout Run

The checkpoints are all located in the traffic circles (or "roundabouts") of the city. There are several good routes for this stage; I recommend tagging along behind the other drivers the first couple of



#### Over and Under

Rainy weather makes the outdoor sections of this race hazardous, so pick a car that handles well on slippery roads. Watch out for the early turn into the tunnel. Once in the tunnels, stay to the right or the left—the columns in the middle won't give way for your car, but the piping and wooden planks to the right or left will. After leaving the tunnels, hit the ramp in front of the Louvre to jump the building and get ahead of the competition (most of the computer-controlled drivers will choose to drive around the building).

times until you have a route memorized. You'll be making a lot of sharp turns during this race—good handling is a must.

# PARIS RACES continued

## Opponent: Farid



**Catacomb Criminal**  
Because Farid is a wanted criminal, his race takes place mainly in the underground tunnels. This makes for an obstacle-filled course—watch out for the big columns in the large, open rooms. Slowing to carefully maneuver around them is better than trying to blast through at full speed and slamming into one. When you leave the tunnels the first time, you'll be making a sharp right turn through a wooden barrier and back into more tunnels. This turn is easy to miss, so pay attention; following Farid through the race the first time is the best way to learn the course. Save a nitro boost for the end—you'll need to hit the ramp from the docked boat at high speeds or you could get dropped into the water.



**Lose the Cops**  
The police in Paris catch up to Farid, and you'll need to lose them before heading to the finish line. Burn a nitro to hit the Louvre ramp (it's right in front of you at the start of the stage) to get a nice lead on the cops. Use any tricks you've picked up to give them the slip; the rooftop areas and the big jumps work well, as does the freeway section where you can pull a 180 to change sides and leave them scratching their heads. Wait for the "Cops Lost" message before crossing the finish line.



**Extortion**  
Special Agent Owen is after Farid, and he wants to race you for information. Of course, you'll want to race him to win his sweet ride, the sporty Victory. Take a car with great handling for this one—you'll be pulling all kinds of fast turns, and there's some freeway action with checkpoints on both sides. This is a pretty basic race; there's nothing here that will strain your skills at this point in the game.

## Opponent: Ian



**The Art of Racing**  
You'll have to drive under the big ferris wheel twice during this race—be careful to avoid the carriages as you zip beneath it. Take a car with good handling

(I recommend the Victory), as there are many very sharp turns in this race. The race ends with a short jaunt along the Sienne. You've been on this stretch before, but there's a twist: When you take the exit ramp, you'll need to pull a 180 back on the main road to continue to the next checkpoint. Your opponents seem to have problems here, so it's a good place to gain some ground. Save a nitro for the big jump in front of the Louvre (the glass pyramid) and it will propel you right through the finish line.



## Few and Far Between

Some of your opponents in this race are on motorcycles, so you get to play dirty by ramming them off their bikes, sending civilian cars spinning into them and basically making them eat asphalt as much as possible. The race itself is very basic; the checkpoints are spread far apart, with loads of heavy traffic-filled streets between them. Use your nitro wisely and slam into the bikers whenever possible; you'll get through this race easily.

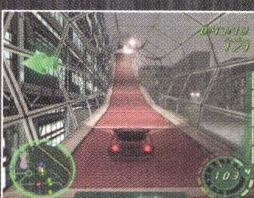


## Monsoni Madness

You're facing an all-biker group of opponents this time. An early nitro boost right off the starting line—coupled with some decent aiming skills—can knock a whole bunch of them off their bikes and give you some breathing room. This is another basic race. The only thing to look out for is the section on the freeway; the checkpoints alternate sides, so you'll have to dodge back and forth between the support columns to hit them all. Also,

be careful when going through the off-ramp refueling station, as a collision with the fuel pumps will destroy your car.

## Opponent: Parfait (Paris Champion)



### View from Above

The first race against the Paris Champion will test your midair controls to the limits. Be sure that you know how to use the weight transfer button to smooth out your landings and set your car in the right direction. Your heading when leaving the ramps is just as



### Haul

The hardest part of this race is the foggy weather conditions. Fog makes it hard to see things in front of you—important things, like walls and small tunnel openings! Try shadowing one of the opponents through the race a few times until you know the route. Watch out for the section that has you drop off onto the freeway at

an angle; if you overshoot it, you'll pass over the road below and land in the drink. When the race takes you into the tunnel, keep an eye on the map to be sure you're heading the right way. If you take a wrong turn in the tunnels, you'll be off course and out of the race.

important as your ability to land with as little resistance as possible—you should know where your next path is and point your car in that direction before leaving the ground. Both the Alarde and the Victory work well for this race.

# TOKYO VEHICLES

### Lusso XT

This luxury sedan can hit amazing top speeds and its size and weight let it power through collisions with little negative reaction. It pays for these strengths with compromised handling, though.

Top Speed  
**220**  
Nitro  
**3**

Unlock Method  
Defeat Ichiro in Career Mode



### RSMC 15

The sporty RSMC 15 has excellent acceleration and top speed, but handles poorly. Use this car for races with lots of long, relatively straight stretches.

Top Speed  
**194**  
Nitro  
**3**

Unlock Method  
Defeat Shing in Career Mode



### Vortex 5

The Vortex 5 has incredible acceleration and great handling, but can't hit the higher speeds of other sports cars. Use this car in races that have a lot of tight turns and winding roads, where top speed is not very important.

Top Speed  
**175**  
Nitro  
**3**

Unlock Method  
Defeat Ricky in Career Mode



### Saikou

High Acceleration and speed make the Saikou an excellent all-around car. It feels quite a bit weightier than other sports cars when drifting around turns and it can spin out easily, so use the handbrake sparingly.

Top Speed  
**195**  
Nitro  
**3**

Unlock Method  
Defeat Haley in Career Mode



# TOKYO VEHICLES continued

**• Knight**  
This car has been balanced for drifting; it also accelerates with the best of them. Take it out for those races where cornering is all-important.

Top Speed	Unlock Method
182	Defeat Nikki in Career Mode
Nitro 3	

**• Saikou XS**  
The Saikou XS is an incredibly fast, powerful sports car that can hit insane top speeds...and handles great while doing it. Be careful around sharp turns, though; you'll need to carefully manage your cornering to avoid spinning out with this car.

Top Speed	Unlock Method
208	Defeat Ken'ichi in Career Mode
Nitro 3	

## TOKYO RACES

Downtown Tokyo is a bright and confused jumble of angular streets, narrow alleyways and congested avenues. Traffic tends to be heavy in most places, although things open up on the expressways and other outlying areas. You'll also find a large park with its own river running through the city.

### Opponent: Shing



#### Red Herring

Before he'll race you, you must pass Shing's time trial. There are two checkpoints to hit, each with its own time limit. To add to the difficulty of being in a new city, the cops will be all over you during this run. If you take the Modo Prego and use your nitro on the straights, you shouldn't have much trouble.



#### Ichiro's Challenge

Even after beating his time trial, Shing still deems you unworthy to race against him. Instead, he pits you against his buddy, Ichiro. The heavy Tokyo traffic is your main opponent in this race. You'll cross several busy intersections where buses and trucks can appear to block your path. Be prepared to swerve to avoid collisions as you speed toward these intersections.

### Opponent: Haley



#### Enigma

The best advice I have for this race is to follow Haley (she's the one with the red marker above her car). She seems to always take the best route, so tail her the first time and get a feel for the route. There are several possible routes through this race (as is usually the case with the random checkpoint races), but Haley's is the fastest and most efficient.

### Opponent: Ricky



#### Shibuya Scramble

You'll want a car with excellent handling for this race through the downtown area of Tokyo. Be sure to make use of the crosswalks above the bus depot; if you choose to stay on ground level, you'll encounter a wall of parked buses that can seriously hinder your progress.



### • Nousagi

The best motorcycle in the game. It's faster than many cars (it will hit 220+ with the wheelie boost) and has the same advantages and disadvantages as the other bikes.

### • Torque JX

The Torque JX has better top speed and handling than the Saikou XS, but be careful when using the handbrake for powerslides; it tends to spin wildly out of control. Use the old-fashioned brake-and-turn method of cornering with this car.

### • Valosi

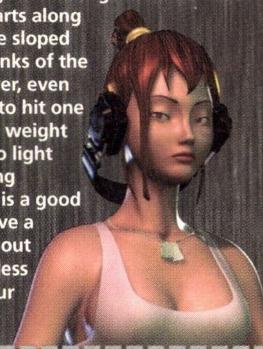
The best car available in Career mode, the Veloci has insane stats across the board—plus five nitro boosts! The only problem with the Veloci is that once you've earned it, you've beaten the game. Time to take your slick new sports car against your buddies or the many online racers and show off your skills!



### The Real Deal

After beating his time trial and the race against Ichiro, Shing finally deems you worthy to challenge him. The race starts along the sloped banks of the river, even

taking you down into the water to hit one checkpoint. Take a car with some weight to it; your Modo Prego is way too light and will cost you time when going through the water. The Lusso XT is a good choice for this race. Be sure to save a nitro for the first big jump—without it, you'll end up in the water (unless you use a motorcycle and get your speed way up on the ramp).



### Intuition

Heavy fog makes this race difficult; it's often hard to see obstacles until it's too late. Oddly enough, using your hi-beams will let you see walls and other objects from further away (in real life, of course, using hi-beams on fog reduces your visibility). Be careful on the bridge: There's been an accident and the responding fire trucks and ambulances (along with the accident scene in the middle of the road) present a lot of moving obstacles for you and the other racers. Try to stay to one side or the other while crossing the bridge.



### Ricky's Revenge

Ricky tries to gain an early lead by jumping off the starting line before the count finishes, but you can negate his treachery by making good use of an early shortcut. Just before the second turn, cut to the right to find a ramp that will zip you to the

front of the pack. Look for the walkway over the bus depot again during this race—you'll want to catch it near the end as you head for the finish line. It will put you back on the street facing a storefront. Break through the glass, drive up the stairs and launch off the building, right through the finish line.



# TOKYO RACES continued

## Opponent: Nikko



**Drifter's Playground**  
Rain makes this standard race tricky. Take a car that can handle itself well in adverse weather (I like the Stadt for this one) or you might end up sliding all over the road on sharp corners. Consider saving a



## Wisdom Gate

Zen and the other opponents are on motorcycles; you begin the race with all of them lined up in front of you. There's rarely such a perfect nitro moment in the game; boost off the starting line and knock them all down, giving yourself enough of a lead to easily finish this short, basic race in first place.



nitro for the very end of the race, where you'll need to hit a ramp for a long jump over water to the finish line.

## Savant of Speed

This is a timed checkpoint race. Each new checkpoint you hit will reset the timer (usually to 15 seconds), and you must hit the next checkpoint before it runs out. Adding to the difficulty is the heavy traffic



that can bring your run to a stop. Keep an eye on the cars ahead of you and be ready to swerve at a moment's notice to avoid a spinout.

## Karma Rising

Another race against bikers, this is a longer and much more challenging course than the last. Taking your own bike out for this race is a good idea—the course is longer, and if you fall behind, you'll have a better chance at catching up while riding a motorcycle because they're faster than most cars. There are a couple of areas to watch out for. When you leave the freeway by crashing

through the construction barrier, be sure that you're centered and heading straight when you leave the ramp or you'll miss the landing. Also, save one nitro for the very end of the race. Another ramp just before the finish line will have you sailing over water, and the risk of falling just short of solid ground is too great to take; nitro speed will clear the gap with no problem. If you're on a bike, build up speed before the ramp and try to pull a sustained wheelie just before hitting the ramp to boost your speed for the crossing.

## Opponent: Ken'ichi



### 8-9-3

This short race is very basic except for one tricky spot—and this is one that will appear in several of the later Tokyo races, so it's essential to master. I call it the freeway freefall: When the freeway takes you out of the tunnel and up above street level, look for the section of breakable safety railing on the right side. You must break through this and drop down onto the street below to continue the race. The best way to hit the small section of breakaway rail is to slow down as you approach it and stay as far to the left as you can. Then, just before you're parallel to it, turn hard to the right and use the handbrake to give you a little bit of slide while maintaining speed. Now balance out your weight (hold L1) before hitting the ground; you should be centered on the road below and going strong. This is a great place to get ahead of your opponents, as they often have trouble with this tricky piece of driving.



## Machi-yakko

You must eliminate the nine other drivers before the time runs out. To take a car out, simply bump it. You can get a good start by using a nitro right at the beginning of the race to propel yourself into the middle of the line of cars. Turn with the handbrake to spin out and nail as many of them as possible, then burn another nitro to catch up to the ones that got away and systematically bring them down.



## Oyabun

Heavy rain and heavy traffic conspire to make winning this race a difficult ordeal. I used the Stadt; even though the opponents are faster, the Stadt makes up for lost ground on corners and by avoiding collisions easier. Alternatively, take the Nousagi; its smaller profile makes weaving through traffic easy, and there are several long straight-

aways on this course to take full advantage of its high top speed.

## Opponent: Makoto (Tokyo Champion)



### Rite of Passage

Makoto has a time trial for you to run before you can race him. There are four checkpoints, with the first, second and fourth located over water (you'll need to hit ramps to clear them). Save nitro for the second and fourth checkpoints or you may land short and dunk your car in the river. High levels of police activity make this run even more challenging.



## Enduro

The aptly-named endurance test is a five-minute run through almost all of the Tokyo trouble spots you've had to deal with during your time in the city. Heavy rain and traffic add to the problem. You'll repeat the freeway freefall, the big jump over the river, the shortcut through the indoor mall, runs down narrow, dangerous alleyways—you name it, it's in here. You've done it all before, but the challenge here is being able to do it all in the same race! The Saikou XS handles reasonably well on the slick roads; it's definitely the vehicle of choice for this race.

# THE MIDNIGHT CLUB II WORLD CHAMPIONSHIPS

After defeating Makoto, you'll be entered into a series of six grueling races against Savo, the World Champion. These races begin in Tokyo, then move back to Paris and finally L.A., with two races in each of the three cities. The opponents drive Velocis, the best race car in the game, so they have every advantage against you. Only the skills and techniques you've learned can help you to win against these professional-level opponents.

## Opponent: Savo (World Champion Street Racer)



### Stage I: Intake

The first race against Savo is pretty standard. It's a long course, and there are some tricky parts. You'll have to take a ramp up to the elevated train tracks to cross the river. Miss the ramp and you might as well start the race over. Save a nitro for the end, too—it's another long jump across the river to the finish line.



### Stage II: Light

Another long race, this one takes you on and off of the freeway several times. In many cases, you'll be driving against heavy traffic; be especially careful when negotiating one of the winding ramps leading onto the freeway. The time limit is actually a factor in this race—you'll need to avoid collisions and take the best route possible to cross the finish line in under five minutes. Take the Torque JX for its extra speed.

# WORLD CHAMPIONSHIPS continued



## Stage III: Burn

This is the first of the two Paris races against Savo, and one of the hardest races in the game. It's a random checkpoint race; there are only four checkpoints, but they are located in separate corners of the map. The computer-controlled drivers split off at the start and head in four directions. The best route is the one that Ivy takes; it starts going the opposite direction that you're facing at the start of the race. If you hold the hand-brake, you can turn the car in place before the countdown ends to face the right direction. Now follow the car that heads to the left. Learn the route and master it to win this very tough race.



## Stage IV: Turbo

This is an incredibly fun race. It takes you on a tour of almost every big jump in Paris. You'll even cross the rooftop ramps section twice. Be careful the second time around—you launch from the small ramp and onto the bridge below. Even a slight miscalculation of your angle can land you in the water. Aim for the checkpoint; you can see its blue beam from the rooftop. Your most important technique during this race is the ability to adjust your car in midair so your landing will keep you moving forward as smoothly as possible. Try hitting the ground with your front end slightly raised for a soft landing. If you can master aiming and positioning your car in the air, you've got this race wrapped up.



## Stage V: Traction

It's back to L.A. for the home stretch of Career mode. Only two more races—the hardest in the game—are left now. This is a random checkpoint race. The checkpoints are grouped together in clusters all over the city. Use the expressway to collect the first groups, then find a route you like and drive it perfectly. You'll need to be fast and precise to win this one.



## Stage VI: Apex

The final race against Savo is a very straightforward one. The weather conditions are good and there's nothing here you haven't done before. The course takes you all over the city (basically to every corner), but if you've made it this far, you shouldn't have too much difficulty winning here.

## CHEAT CODES



Enter the following codes at the Cheat Codes screen, which is found under the Options menu. Note the uppercase letters in some of the codes.

**c a r c r o b a t i c s**—Wacky midair physics (hold L1 and use the left analog stick to spin and flip your car whenever you catch air)

**g r e e n L a n t e r n**—Unlimited nitro boosts for both cars and motorcycles\*

**g l a d i a t o r**—Indestructible vehicle/motorcyclists never bail\*

**s a v e t h e k i d s**—Enable machine gun and rockets (to fire machine guns, press the L3 button; pressing R3 fires a rocket from under your hood)\*

**p o l e p o s i t i o n**—Unlock all special abilities (nitro boosts, two-wheel driving, etc.)\*

**R a c e F i e l d**—Unlock "Career" race type in Arcade mode\*\*

**t h e C o l l e c t o r**—Unlock all vehicles in Career and Arcade modes\*\*



## OTHER VEHICLES

The slowest of the police cruisers, the L.A. Cop has the uncanny ability to actually gain speed when taking corners. It's the only car in the game that can do this; the effect is similar to the temporary speed boost that motorcycles get from pulling wheelies. This is also the heaviest police car, which makes it good for ramming your buddies off the road.

### • L.A. Cop

Top Speed	186	Unlock Method	Win All Circuit Races for L.A.
Nitro	2		



### • Paris Cop

Top Speed	205	Unlock Method	Win All Circuit Races for Paris
Nitro	3		



### • Tokyo Cop

Top Speed	221	Unlock Method	Win All Circuit Races for Tokyo
Nitro	4		



### • SLF450x

Top Speed	249	Unlock Method	Win All Circuit Races and Clear Career Mode
Nitro	5		



**Globetrotter**—Unlock all cities in Arcade mode and Race Editor mode\*\*

**i m m o r t a l**—Combines the effects of the \* codes

**p e n n y T h u g**—Combines the effects of the \*\* codes, but does not unlock all vehicles in Career mode

**r i m b u k**—Combines the effects of the \* codes and the \*\* codes, but does not unlock all vehicles in Career mode

**h o w h a r d c a n i t b e 0**—Easiest difficulty

**h o w h a r d c a n i t b e 1**—Very easy difficulty

**h o w h a r d c a n i t b e 2**—Much easier difficulty

**h o w h a r d c a n i t b e 3**—Easier difficulty

**h o w h a r d c a n i t b e 4**—Slightly easier difficulty

**h o w h a r d c a n i t b e 5**—Slightly harder difficulty

**h o w h a r d c a n i t b e 6**—Harder difficulty

**h o w h a r d c a n i t b e 7**—Much harder difficulty

**h o w h a r d c a n i t b e 8**—Very hard difficulty

**h o w h a r d c a n i t b e 9**—Hardest difficulty

The latter codes adjust the game's difficulty in all single-player game modes. At the easiest setting, the computer-controlled racers tend to drive at roughly half speed, while the hardest setting cranks the difficulty super-high.





# BURNOUT™ POINT OF IMPACT CRASH MODE HINTS

## General Tips



- As a general rule, always choose the fastest possible car. Pay no attention to the on-screen vehicle stats; the jokers at Criterion made the stats intentionally misleading because they want you to try all of the cars and find out for yourself which ones have the best attributes. Faster cars have more

momentum and a greater chance of hitting the most traffic. Until you unlock the faster cars, the best all-round basic vehicle for Crash Mode is the standard SUV. Criterion's recommended cars are listed below for each track; however, in many zones, *TIPS & TRICKS* prefers the Oval Racer.



- If you want to get big scores, it's important to get a boost start for quick acceleration. At the starting line, press and hold Accelerate (Right Trigger), then tap Brake (Left Trigger) while keeping the accelerator floored; you should see the tires smoke. Between the "One" and "Go" counts, release the Accelerate button and quickly tap it again to initiate the boost start. Note: In some Crash Mode zones, using the boost start will prevent you from getting into position for the best possible crash as described in the following tips.

the Accelerate button and quickly tap it again to initiate the boost start. Note: In some Crash Mode zones, using the boost start will prevent you from getting into position for the best possible crash as described in the following tips.



- At intersections, you'll usually get more spectacular results if you try to knock a traffic car across the intersection to cause the accident (as opposed to driving directly into the intersection yourself).



- Activate the Boost just before reaching the vehicles you want to hit; this increases speed without the loss of handling that you'd experience if you had starting boosting earlier.



## Downhill Demolition

### ZONE 1

<b>Boost Start</b>	Yes
<b>Best Car</b>	Custom Roadster
<b>Goal Score</b>	\$7,000,000-\$11,000,000

Try to hit one of the cars crossing the intersection rather than one of the parked cars. Use your Boost and drive down the center, aiming for the red pickup truck crossing the middle of the intersection (hold down the Boost button just before reaching it). This acts as a ramp, allowing you to soar over the intersection and smash into the buses on the right side, causing the most damage. By doing this, you'll also be triggering a nice pileup in the intersection. The crucial part is trying to reach the pickup truck before it crosses the intersection; if you don't use the boost start, you won't get there in time.



## Coastal Crush

### ZONE 2

<b>Boost Start</b>	Yes
<b>Best Car</b>	Custom Roadster
<b>Goal Score</b>	\$20,000,000-\$50,000,000

Ignore the parked cars and boost into the intersection. Try to hit the side of the semi truck crossing left to right; this can be done by driving down the center of the road with a boost start. Doing so will knock the semi into the other lanes and cause a substantial pileup.



**P**layStation 2 owners have been enjoying this high-performance racing game for several months, but the recently-released Xbox and GameCube versions have additional content in the form of 15 all-new Crash Mode zones. The game's developer, Criterion Games, recently visited the *TIPS & TRICKS* offices and gave us the following tips to help you go for gold medals in the original 15 Crash Mode zones as well as the 15 brand-new ones. Just make sure your car insurance is paid up before you try these!

## ZONE 3

### Out of Control Tower

<b>Boost Start</b>	Yes
<b>Best Car</b>	Custom SUV
<b>Goal Score</b>	\$30,000,000-\$65,000,000

Avoid the first two parked cars, then crash into the back of one of the next two stationary cars you come across.

Try to hit them as straight as possible to send your car flying onto the trucks at the far end. Ideally, the player's car should land between the two sections of buses/trucks, hitting them on both sides, causing a massive pileup on both sides. After all of the buses crash, one more vehicle will come around the corner and crash. For a really high score, keep trying until the last car that crashes is a semi truck!



## ZONE 4

### Pacific Peril

<b>Boost Start</b>	Yes
<b>Best Car</b>	Custom Roadster
<b>Goal Score</b>	\$13,000,000-\$16,000,000

Boost-start, then bear left and head for the gas station.

Ignore the initial cluster of buses and head for the tunnel on the left. Broadside the first flatbed semi truck, which will be driving in front of the gas station. If the angle is right, your vehicle should glance off the semi and back across the track again, bringing all lanes of the tunnel into the pileup.



## ZONE 5

### Rattlesnake Row

<b>Boost Start</b>	Yes
<b>Best Car</b>	Custom Roadster
<b>Goal Score</b>	\$30,000,000-\$53,000,000

Take the left route down the hill and try to clip the front of the cab near a semi truck that is crossing from left to right.

This should knock your vehicle across the intersection, involving all lanes, while the remaining semi trucks cause a pileup. The whole intersection should be involved in the carnage, giving you a very healthy score. Note: It is possible to score higher by taking the right route down the hill and knocking one of the parked cars into the intersection; however, this method is far less reliable than the above method of earning a gold medal.



## ZONE 6

### Dip Disaster

<b>Boost Start</b>	Yes
<b>Best Car</b>	Custom Roadster
<b>Goal Score</b>	\$30,000,000-\$70,000,000

After a boost start, drive down the left side of the freeway and hit the first car you encounter head-on. There's a bus here that may roll over if you're lucky, giving a huge damage bonus.



## ZONE 7

### Sandstorm Shredder

<b>Boost Start</b>	No
<b>Best Car</b>	Custom Roadster
<b>Goal Score</b>	\$20,000,000-\$35,000,000

Don't use the boost start; instead, wait about a second after the word "go" appears, then start moving. Keep to the left, drive around the corner and aim to hit the first oncoming truck head-on while swerving slightly to the right in an attempt to knock it across the track. This will cause the buses and semi trucks following behind to swerve into the oncoming traffic on the right, causing a road-spanning pileup.



## ZONE 8

### Ridge Riot

<b>Boost Start</b>	Yes
<b>Best Car</b>	SUV
<b>Goal Score</b>	\$6,000,000-\$7,000,000

Use the boost start, then drive head-on into the first oncoming car. This should cause your vehicle to fly through the air to the left, hopefully hitting one of the parked cars. Meanwhile, the remaining cars—as well as a semi truck and a bus—should all pile up in the same location for a healthy score. This may not be the highest scoring technique, but it's the most reliable for getting the gold.





## Freeway Fury

**ZONE 9**

<b>Boost Start</b>	Yes
<b>Best Car</b>	Custom Roadster
<b>Goal Score</b>	\$30,000,000-\$70,000,000

Boost-start, then drive down the left hard shoulder. When the first semi truck is in view, swing your car right into the rear of the truck. This should cause it to skid across the road, causing a substantial pileup as vehicles from both sides of the road get involved. For optimum damage, boost constantly before you get to the truck.



## Hairpin Havoc

**ZONE 10**

<b>Boost Start</b>	Yes
<b>Best Car</b>	Custom Roadster
<b>Goal Score</b>	\$7,000,000-\$10,000,000

Boost-start and never let up on the boost from the get-go. Swerve into the first oncoming car and hit it head-on; this should create a reasonable pileup of buses and a semi truck that will earn you a gold!

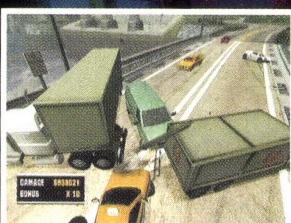


## Late Arrival

**ZONE 11**

<b>Boost Start</b>	Yes
<b>Best Car</b>	Custom Roadster
<b>Goal Score</b>	\$15,000,000-\$22,000,000

Boost-start, then boost down the pavement on the left, avoiding the first wave of traffic. Swerve right into the side of a red pickup truck at the start of the second group of vehicles. This will knock the pickup into the center of the road and cause a substantial pileup.

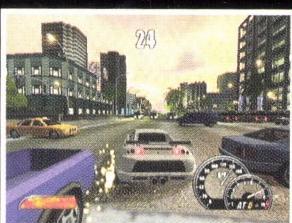


## Glass Canyon

**ZONE 12**

<b>Boost Start</b>	Yes
<b>Best Car</b>	Custom Roadster
<b>Goal Score</b>	\$15,000,000-\$40,000,000

Begin with a boost start, then boost past the first crossroads and aim for the rear of one of the vehicles that are stopped in front of the second intersection. You should aim to knock the car into the intersection, hurling the vehicle into the buses on the opposite side.



## Avalanche

**ZONE 13**

<b>Boost Start</b>	No
<b>Best Car</b>	Custom Roadster
<b>Goal Score</b>	\$20,000,000-\$30,000,000

Don't use the boost start; just drive normally and then turn right onto the main road, avoiding all traffic at this intersection. Zip down the left side of the road, boosting constantly, and drive head-on into the first oncoming car on the left (a yellow pickup truck). The red pickup next to it should be knocked into the oncoming traffic on the right, while all of the other vehicles on the left should pile into the yellow pickup's wreckage.



## Dam Buster

**ZONE 14**

<b>Boost Start</b>	Yes
<b>Best Car</b>	Custom Roadster
<b>Goal Score</b>	\$13,000,000-\$18,000,000

Boost-start, then boost down the left side of the road. Avoid the first oncoming car that approaches; instead, hit the semi truck behind it from the left. This should knock the semi to the right and cause it to be sandwiched between the traffic in both lanes.



**ZONE 15**

## Ballistic Beach

<b>Boost Start</b>	Yes
<b>Best Car</b>	Custom Roadster
<b>Goal Score</b>	\$16,000,000-\$23,000,000

Begin with a boost start, then drive down the left side of the road toward the junction. Ignore the first oncoming vehicle, aiming instead for the left corner of the back of the oncoming semi truck. The idea is to cause the back of the semi to jackknife, creating a barrier at the junction for everything to plow into.


**ZONE 16**

## Long Distance Destination

<b>Boost Start</b>	Yes
<b>Best Car</b>	Custom SUV
<b>Goal Score</b>	\$64,000,000

Avoid the traffic that's going in your direction at the start and try to hit the white SUV just as it exits the corner. This should cause a crash that will block both lanes and cause a massive pileup. Make sure you are boosting for maximum impact.


**ZONE 17**

## Sprint Smash

<b>Boost Start</b>	Yes
<b>Best Car</b>	Custom Roadster/Custom SUV
<b>Goal Score</b>	\$50,000,000 +

Boost-start and keep boosting. It is very important to pass all of the traffic that's heading in the same direction as your vehicle. Once you are past this section, smash into the first white SUV you encounter in the oncoming lane as hard as you can. The objective here is to block all four lanes of traffic, so try to hit the white SUV at a slight angle.


**ZONE 18**

## Criss Cross Crush

<b>Boost Start</b>	Yes
<b>Best Car</b>	Custom SUV/Custom Pickup
<b>Goal Score</b>	\$25,000,000 +

Dart through the traffic at the start and head for the oncoming traffic lanes. Get up the hill as fast as you can, then hit the light blue car just as it passes the central reservation. Making contact with the front right corner of this car can send it into the oncoming traffic while your car disrupts the other traffic lanes, causing a complete roadblock.


**ZONE 19**

## Road Block

<b>Boost Start</b>	Yes
<b>Best Car</b>	Custom SUV
<b>Goal Score</b>	\$20,000,000 +

Dodge through the traffic at the start and zip into the oncoming traffic. Avoid the first wave of oncoming vehicles, then hit the first car you see in the second wave (a white pickup truck). Smash into the pickup on the front right corner, forcing it into the next lane. This should block the intersection, causing the traffic from the other side to smash into the other lanes.


**ZONE 20**

## Dangerous Curve

<b>Boost Start</b>	Yes
<b>Best Car</b>	Custom SUV/Super Car
<b>Goal Score</b>	\$25,000,000 +

Speed is the key for the most damaging crash imaginable in this area! Boost-start and keep boosting until you reach the first corner. Ride the corner wall and aim for the first car you see in the inside lane. Hit it hard enough and you should be able to block all the lanes with a huge pileup.



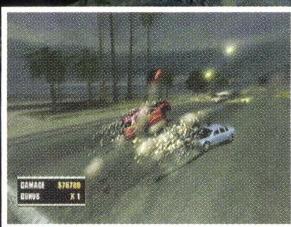


## Surf Shocker -----

**ZONE 21**

<b>Boost Start</b>	No
<b>Best Car</b>	Custom SUV
<b>Goal Score</b>	\$35,000,000 +

Do not perform a boost start here; instead, head toward the left side of the track. You will approach a very wide T-junction with some oncoming traffic heading your way. Aim to hit the first blue car that you see on its front left corner; this should send it off at a sharp angle into the traffic turning to the right out of the T-junction.



## Downtown Destruction --

**ZONE 22**

<b>Boost Start</b>	Yes
<b>Best Car</b>	Custom SUV/Custom Roadster
<b>Goal Score</b>	\$27,000,000

Use a boost start, then drive along normally. Following the first left turn, look for two stopped cars as you approach the big T-junction. Avoid the first one (a yellow pickup), then proceed to hit the second as hard and straight on as you can. This should block the intersection for all of the traffic turning into it, causing a ton of damage!



## On Ramp Onslaught -----

**ZONE 23**

<b>Boost Start</b>	No
<b>Best Car</b>	Custom Roadster
<b>Goal Score</b>	\$55,000,000 +

Don't perform a boost start. Instead, immediately look to the right; you should be able to see a lot of traffic coming in on the freeway at a fairly high speed. Accelerate off the line, staying just ahead of the lead traffic vehicle (a semi truck carrying logs), then boost into the first car you see in the oncoming lane to the right. If you hit this car in such a way that you fly at an angle off to the right, you should end up in front of the lead traffic vehicle in the oncoming lanes.



## Catch Up Chaos -----

**ZONE 24**

<b>Boost Start</b>	Yes
<b>Best Car</b>	Custom Roadster
<b>Goal Score</b>	\$40,000,000 +

Outrun all of the traffic that surrounds you from the start and slam into the first car you see in the oncoming lane (a yellow cab) for maximum damage.



## Twilight Turmoil -----

**ZONE 25**

<b>Boost Start</b>	Yes
<b>Best Car</b>	Custom Roadster/Custom SUV
<b>Goal Score</b>	\$40,000,000 +

Boost out of the tunnel as fast as possible and avoid the surrounding traffic. Take the first corner you come to as fast and as tight as you can, then aim for the first car you see in the inside lane.



## ZONE 26

### Cross Traffic Crash -----

<b>Boost Start</b>	Yes
<b>Best Car</b>	Custom SUV
<b>Goal Score</b>	\$30,000,000 +

Use all of your boost power from the start until you approach a set of two intersections. Dodge through the traffic on the first intersection, then aim for the semi truck coming from the left side of the second intersection. Aim to hit the truck's rear as hard and as fast as you can, causing it to spread across the two lanes and block the entire road.



## ZONE 27

### Heights Horror -----

<b>Boost Start</b>	Yes
<b>Best Car</b>	Custom Roadster/Custom SUV
<b>Goal Score</b>	\$30,000,000 +

After passing the first corner, drive down the hill at maximum speed, avoiding any traffic in the first two intersections. When you reach the bottom of the hill, the road you're on will intersect a large freeway that's several lanes wide. Aim straight for the bus that's exiting the left side of this intersection.



## ZONE 28

### Double Back Damage -----

<b>Boost Start</b>	Yes
<b>Best Car</b>	Custom SUV/Custom Roadster
<b>Goal Score</b>	\$40,000,000

Drive with Boost power on for the entire duration of the track, then catch up to the large mass of traffic on your right. When you reach the lead car, slam into the back of it, then sit back and watch for the rest of the traffic behind you to join the pileup.



## ZONE 29

### Switch Back Shocker -----

<b>Boost Start</b>	Yes
<b>Best Car</b>	Custom Roadster
<b>Goal Score</b>	\$25,000,000 +

After your boost start, don't use any more Boost power until you begin to come across the the second corner.

When you reach the intersection, aim to hit either the white pickup or the bus coming in from the right. It's very important to drive through these corners as smoothly and quickly as possible to ensure that you will have a chance to hit either of these two vehicles when you reach the intersection.



## ZONE 30

### Head On Highway -----

<b>Boost Start</b>	Yes
<b>Best Car</b>	Custom SUV
<b>Goal Score</b>	\$50,000,000 +

Gather as much speed as possible, then smash into the first semi truck you see in the middle. If you can connect with its front left or right corner, it should make your vehicle and the semi spin out across as many lanes as possible.



**Your reward for earning the gold in all 30 zones? Uhhh...you get nothing.  
But you'll sleep better at night, knowing that you are the king of Burnout 2.**





by Ara Shirinian



## IKARUGA™

In an industry where traditional 2-D shooters have long been abandoned, *Ikaruga* is proof that great and novel games can still be made within the bounds of one of the oldest video-game genres. While a revitalization of the genre is probably asking for too much, kudos to Infogrames for having the guts to bring a game like this to the States. In this strategy, I'll focus on several important general tactics and wrap up with techniques for defeating every boss.

## BASIC TECHNIQUES



*Ikaruga*'s gameplay system is based around the two elemental properties of white and black. Every single thing in the game belongs to either one color or the other. The interaction between your ship and enemies depends on whether your color is the same as their color or not. For example, if your ship is the same color as an enemy bullet, then you'll absorb the bullet if it gets close enough to you. However, if your ship is a different color then it will be destroyed upon contact with the bullet. This sounds simple enough, but there are several important subtleties to be noted when enemies are on the receiving end of your fire.

If you are the same color as the enemy, your bullets will inflict about half as much damage. Additionally, if you are playing at the Normal difficulty setting or harder, a swarm of bullets of the same color will be hurled at you each time an enemy is destroyed. Conversely, if you are the opposite color of the enemy, your bullets will inflict twice as much damage. The idea here is that if you play it safe by turning the same color as the enemy, it will also take longer for you to destroy it. If you play risky by turning the opposite color, you are rewarded by being able to destroy enemies more quickly.

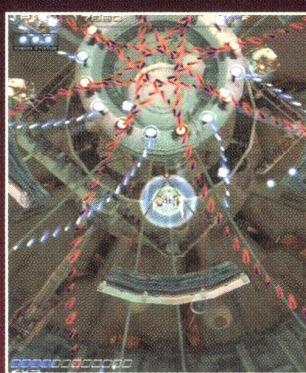
## MONITOR CONFIGURATION

For those of you who might not be familiar with classic shoot-'em-up games like *Truxton* and *Vulgus*, many of these titles used vertically-oriented monitors in the arcades. In order to accommodate our home TV sets, *Ikaruga* defaults to a monitor configuration where the entire image is scaled down to fit the screen. Subsequently, you'll notice the two giant black bars on both sides of the screen where practically nothing is happening. In order to really enjoy *Ikaruga* in the way that it was intended, you can change the monitor setting to vertical. This way, everything is drawn at the proper resolution and you might even notice an improvement in your gameplay!



Unfortunately, with the vertical configuration you will also have to rotate your monitor 90 degrees counterclockwise. It's important to know that most monitors and TVs—especially those that have been manufactured in the past five years—were not designed to be used in this manner.

You may be damaging your monitor permanently if you attempt to put it on its side, and neither Infogrames nor *TIPS & TRICKS* will be responsible if you damage something or hurt someone in the process.



Now that the disclaimer is out of the way, your luck with finding monitors that can be oriented vertically will increase the older and smaller you go. Any set that has built-in speakers will usually be far from ideal, because when you rotate them, the magnetic fields of the speakers can interfere with the picture. Generally, older computer monitors seem to work quite well, although you might have to hunt around for the right adapter in order to actually get the video signal onto the screen. I use a nine-year-old Sony CPD-1730 computer monitor. To convert the GameCube's video signal to VGA, I run Nintendo's official digital video cable into Micromsoft's XRGB-2plus upscan converter.

## TWO WAYS TO PLAY

Another element of gameplay is the "chain" system. I'll explain more details about it later, but its inclusion allows for two very different playing styles. Essentially, you can play the game for survival, or you can play for score.

Beginners should concentrate on simply playing the game for survival until they are able to clear all the chapters in one session. In other words, don't even pay attention to the chain system and be defensive about what color you are changing your ship into. Playing for score means engaging in far more risky maneuvers that require quite a bit of skill and memorization. Because the actual length of the game is so short, most of the depth in gameplay comes from recognizing the same enemy patterns in new ways that allow for higher and higher scores. From this point onward, the strategies that I'll present will focus on improving your scores, although being aware of such tactics will also improve your ability to survive overall.

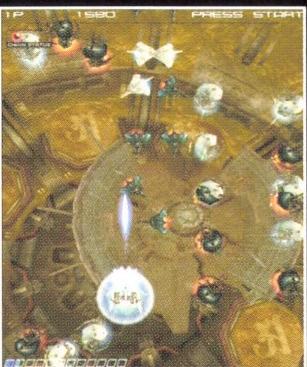




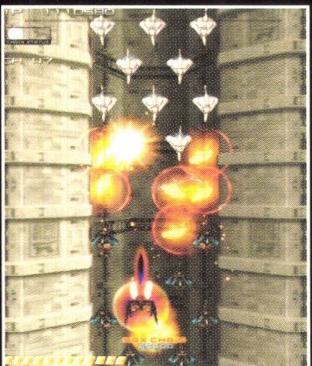
# ADVANCED TECHNIQUES

## ONE-SHOT TAP

Often, you'll encounter situations where you will want to hit just one enemy out of a densely-populated and fast-moving group. At the same time, you might notice that your shots are too wide for the surgical precision that you need. Instead of holding down the shoot button, if you simply tap it once, a single, thin shot will come out instead of the usual double-wide stream. You can tap pretty rapidly if you're careful, in order to strategically deal blows to specific enemies here and there. This technique is essential for completing long chains and for high scores.



## CHAIN COUNTER

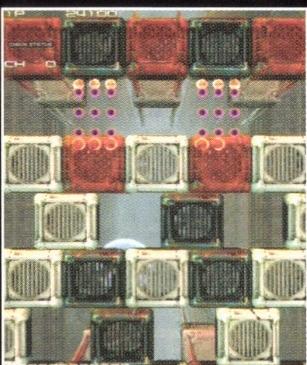


There's a neat and simple undocumented feature that lets you see how large your current chain is. Although the game does call out the length of your chain each time you complete a new segment, after eight segments it will simply say "Max. chain." If you want to see the current value of your chain, just

press Z at any time during gameplay to toggle the counter on and off. Note that this won't work during boss battles.

## THE REALITY OF COLLISIONS

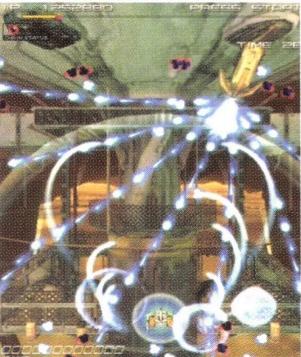
*Ikaruga* is such an intense game that you might be amazed sometimes at how you're able to survive seemingly unavoidable swarms of bullets. This is partly due to the way that collision detection is implemented in the game. More specifically, the game actually lets you scrape by objects without counting them as having collided with your ship. What's really going on here is that the game only considers the central part of your ship's body when it calculates whether you've run into something or not. Knowing this, you can successfully squeeze your ship past what seem to be impossibly narrow spaces. The best example of this is in Chapter 2-2 where you encounter all the different patterns of blocks. If you're lined up exactly right, you can fly through the edges between adjacent blocks!



## ENERGY GAUGE USAGE

As your ship absorbs bullets, your Energy Gauge fills correspondingly. Unleashing your special attack will consume the entire gauge no matter how full it is. However, it's very important to understand the function of the special attack. Unlike most shooters of this kind, it is not a "smart bomb" that will destroy everything on the screen. It's not even a defensive type of bomb that will save your life in dire situations. If you try to use it in these ways, most of the time you will be disappointed with the results.

First of all, using a special attack is almost pointless unless the Energy Gauge is completely full. You don't really need to watch the gauge to make good use of it, either. When it becomes full, you'll hear the robotic voice say, "Energy max." The special attack is most effective in boss battles when your ship is the opposite color of the target. It's also well-suited for maximizing your chains, although only the most expert players will be able to realize its full potential. For example, there are several situations where you can manually destroy all the enemies of one color on the screen, leaving only objects of the other color. At that point, you can change your ship to the opposite color of the remaining ships. Using your special attack immediately afterward, you can quickly clear the screen and at the same time ensure that your chain won't be broken.



## BE THE DOT EATER!



There is, in fact, a third way to play *Ikaruga* that I haven't mentioned. This method is harder than playing for survival and it won't get you a good score at all. The designers have been very careful to make it possible to play through the entire game without shooting even once! While doing so will only appeal to the most hardcore players out there, if you can complete a whole chapter in this

way, you will be awarded the rank of "Dot Eater!"

## BONUS ENEMIES

Only expert players would consider this to be a bonus, but if you're able to completely destroy particular groups of enemies, extra groups of enemies will appear immediately afterward! For example, immediately before the boss in Chapter 4-4, if you're able to successfully destroy the last formation of white enemies, an identical formation of black enemies will appear.





## SCORING

The scoring rules in *Ikaruga* are a little unconventional. Points are awarded on a per-shot basis instead of a per-enemy basis. You also get points for absorbing bullets, but the greatest number of points can be obtained from chaining:

1 Chain	100 points	(100 total)
2 Chain	200 points	(300 total)
3 Chain	400 points	(700 total)
4 Chain	800 points	(1,500 total)
5 Chain	1,600 points	(3,100 total)
6 Chain	3,200 points	(6,300 total)
7 Chain	6,400 points	(12,700 total)
8 Chain	12,800 points	(25,500 total)
Max. Chain	25,600 points	(51,100 total)

Since each new segment of a chain is worth twice as much as the last (until you reach the maximum), the key for obtaining high scores is to get up to the max. chain value and sustain it for as long as possible.



Bonus points are awarded at the end of every chapter. For every second remaining on the timer, you'll get 10,000 additional points. At the end of the final chapter, you're also awarded 500,000 points for every ship you have remaining in stock. Finally, remember that your score will reset to zero each time you use a credit.

## UNLOCKING ITEMS

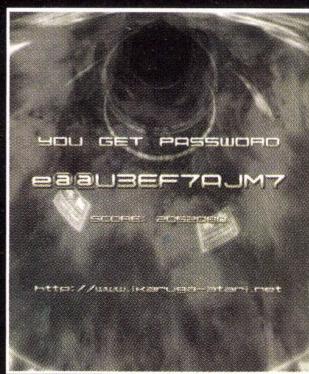
For each chapter that you can reach on your first credit, you'll unlock the corresponding chapter in both Practice and Conquest modes. There's also a special "Play Time" counter which only elapses while you are actually playing the game—pausing or watching the demos doesn't count! You can see the current value of this timer by selecting the "Backup" item at the main menu. For every hour you spend playing, the number of credits that will be available to you will increase by one. After seven hours, the number of credits will change to "Free Play" for all modes except Challenge.

In the Appendix, there are several more items you can unlock:



To unlock this...	Do this...
Gallery 1	Clear the Trial Game with one credit, or accumulate five hours of Play Time
Gallery 2	Clear the game under any conditions, or accumulate 10 hours of Play Time
Sound Test	Clear the game in Easy mode with one credit, or accumulate 15 hours of Play Time
Prototype Game Mode	Clear the game in Normal mode with one credit, or accumulate 20 hours of Play Time

## CHALLENGE MODE



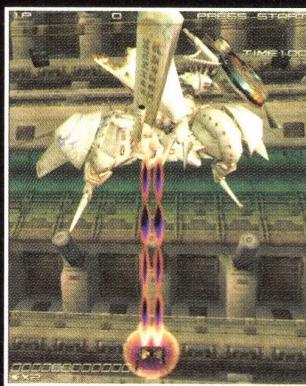
Challenge mode is a special option that has been designed for obtaining scores for entry into Infogrames' Web Ranking. When you start a Challenge mode game, it's just like

starting a regular game with the default settings (Normal difficulty, three lives, etc.). At the end of your game, you'll see this special password screen. In order to submit your score, enter your password at [www.ikaruga-atari.net](http://www.ikaruga-atari.net). Give it a try and see how you stack up against players all over the world!

## BOSSSES

### CHAPTER 1 BOSS

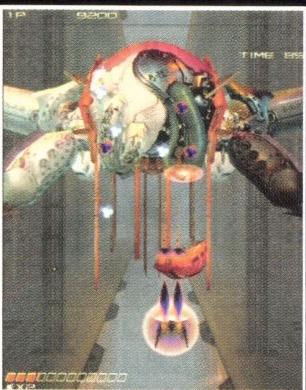
During any boss encounter, the most important thing to remember is that the boss has an elemental property, too. For example, during the first part of this battle, the weak point on the boss is white. At the same time, it spews white bullets in all directions. If you change color to white, it's easy to dodge the few black bullets on the screen...but if you change your color to black, you can destroy the target twice as quickly. Speed counts for a lot in these scenarios. If you're really fast, your bonus can be over than 700,000 points! In the second part of the battle, the target changes to black and the situation reverses. Finally, in the third and last part, the target will turn white again. If you have a full Energy Gauge, save it until the moment when the boss is getting ready to fire its white homing lasers. Make sure you're the opposite color when you use your special attack!





# BOSSES

## CHAPTER 2 BOSS



This boss has two weak points, one black and one white. What's more, each weak point is protected by a special plate. To get the plate out of the way, shoot it with bullets of the same color. Once it's open all the way, fly right up to the weak point and shoot it with the opposite color. You may have to flip colors several times in order to protect yourself from bullets that the boss sprays from the left and right sides. As time passes, the plates tend to retract more and more slowly. If you have less than 50 or 60 seconds left, don't be afraid to stand your ground as the plate closes in behind you.



## CHAPTER 3 BOSS

In this battle, you're stuck inside a ring of 14 black and white targets. At first, the ring will rotate counterclockwise. Stay in the upper left quadrant and shoot down the targets as they rotate into your range of fire. Remember to always switch to the opposite color for maximum damage. After a few moments, you'll notice that the ring is spinning too quickly for you to destroy every target that passes in front of you. Once about seven targets have been destroyed, lasers will fire from the center of the ring. This sounds bad...but if you're smart, you can use them to quickly finish off the remaining targets. Just sit in front of one of the lasers to absorb its beam and use your special attack repeatedly.



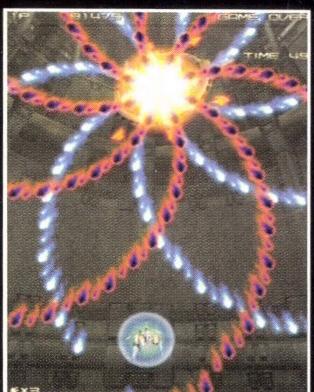
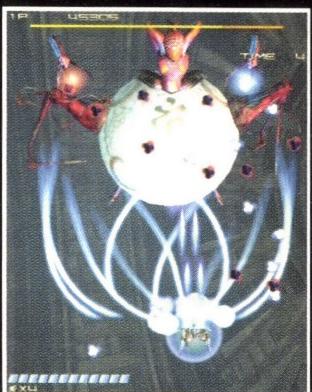
## CHAPTER 4 BOSS

If you thought the previous boss battle had you squeezing through uncomfortably small spaces, just wait until you see this one. There's hardly any room for you to move here, yet the screen is filled with bullets. The weak point is the central core, and it's important for you to remember that the boss' attribute color is white. If you can manage it, switch to black every time you fire at the core. There are three paths leading into the core, and each one must be shot repeatedly until it opens up to allow your shots to reach the center. Once at least one path has been cleared, a white laser will come out of the core at regular intervals. Since this battle is so excruciating, it's important to use the most efficient strategy possible. Basically, you should concentrate on fully clearing one path as quickly as possible. Once that's done, you can actually travel into the path! It's tricky, since the boss is rotating and you have to continually adjust your ship's position to avoid the narrow walls. Worse yet, when the laser comes out, it will push your ship around even more. However, this position is far preferable to being on the outside edge.

## CHAPTER 5 BOSS

This boss' main attack is an array of homing lasers, much like your own special attack. It will continuously switch colors and then immediately fire its lasers at you. In order to survive, you'll have to switch to the same color each time and absorb the lasers. Don't forget that your Energy Gauge will refill constantly throughout this battle. You can keep blasting special attacks, but the hardest part is coordinating them while simultaneously attempting to keep up with the boss' color changes.

Even after you beat the boss, it's not quite over yet! In the very last scenario, you won't be able



to attack at all. For 60 seconds, you'll have to survive wave after wave of bullets just by dodging. Once the timer runs out, you've finished the game!



by Ara  
Shirinian



## THE LEGEND OF

# ZELDA

## the Wind Waker™

PART 3



In our previous installment, we guided you all the way up to the beginning of the sixth dungeon, the Wind Temple. In this final part, I'll first cover several miscellaneous events and items you can obtain in the world of Hyrule. The second half of this strategy will detail hints on how to get from the Wind Temple all the way through the end of the game. Remember, items which appeared in the first two parts will not be listed in this issue.



### World Map

Here's the complete map of all the islands in the game. Distances between islands are not to scale. As before, I'll use a coordinate system to refer to each area.

#### Legend

- |    |                          |
|----|--------------------------|
| A1 | Forsaken Fortress        |
| A2 | Four-Eye Reef            |
| A3 | Western Fairy Island     |
| A4 | Three-Eye Reef           |
| A5 | Needle Rock Isle         |
| A6 | Diamond Steppe Island    |
| A7 | Horseshoe Island         |
| B1 | Star Island              |
| B2 | Mother & Child Isles     |
| B3 | Rock Spire Isle          |
| B4 | Great Fish Island        |
| B5 | Islet of Steel           |
| B6 | Five-Eye Reef            |
| B7 | Outset Island            |
| C1 | Northern Fairy Island    |
| C2 | Spectacle Island         |
| C3 | Tingle Island            |
| C4 | Cyclops Reef             |
| C5 | Stone Watcher Island     |
| C6 | Shark Island             |
| C7 | Headstone Island         |
| D1 | Gale Isle                |
| D2 | Windfall Island          |
| D3 | Northern Triangle Island |
| D4 | Six-Eye Reef             |
| D5 | Southern Triangle Island |
| D6 | Southern Fairy Island    |
| D7 | Two-Eye Reef             |
| E1 | Crescent Moon Island     |
| E2 | Pawprint Isle            |
| E3 | Eastern Fairy Island     |
| E4 | Tower of the Gods        |
| E5 | Private Oasis            |
| E6 | Ice Ring Isle            |
| E7 | Angular Isles            |
| F1 | Seven-Star Isles         |
| F2 | Dragon Roost Island      |
| F3 | Fire Mountain            |
| F4 | Eastern Triangle Island  |
| F5 | Bomb Island              |
| F6 | Forest Haven             |
| F7 | Boating Course           |
| G1 | Overlook Island          |
| G2 | Flight Control Platform  |
| G3 | Star Belt Archipelago    |
| G4 | Thorned Fairy Island     |
| G5 | Bird's Peak Rock         |
| G6 | Cliff Plateau Isles      |
| G7 | Five-Star Isles          |

A    B    C    D    E    F    G



### Secrets of the Reefs

There are six reefs scattered throughout the world map. Even though they seem to have no purpose, they indirectly hold the key to obtaining six special charts. These special charts are not required for completing any important objectives, but they might be useful if you are trying to find every last item. Of course, each special chart can only be found by first obtaining a corresponding regular Treasure Chart. First, travel to the Regular Chart's location as described in the following table. Next, destroy all the turrets and boats in the area—a treasure chest will appear containing a Treasure Chart. Just follow the directions on that chart and you'll discover a special chart!

Special Chart	Location	Regular Chart Needed First	Regular Chart's Location
Light Ring Chart	Cyclops Reef (C4)	Treasure Chart 21	Cyclops Reef (C4)
Secret Cave Chart	Overlook Island (G1)	Treasure Chart 13	Two-Eye Reef (D7)
Sea Hearts Chart	Boating Course (F7)	Treasure Chart 32	Three-Eye Reef (A4)
Island Hearts Chart	Flight Control Platform (G2)	Treasure Chart 19	Four-Eye Reef (A2)
Great Fairy Chart	Four-Eye Reef (A2)	Treasure Chart 41	Five-Eye Reef (B6)
Octo Chart	Northern Triangle Island (D3)	Treasure Chart 26	Six-Eye Reef (D4)



Light Ring Chart



Secret Cave Chart



Sea Hearts Chart



Island Hearts Chart



Great Fairy Chart



Octo Chart



## Other Points of Interest

### A3 Western Fairy Island

#### Great Fairy

To enter the Great Fairy's lair here, you'll need the Skull Hammer. Once inside, she'll give you a power-up that will increase your maximum stock of arrows.



### C6 Shark Island

#### Secret Cavern

To gain access to the underground cavern here, you must quickly press all four switches on the island. Remember, you'll need the Skull Hammer and the Iron Boots in order to get them all. Inside the cavern, defeat all the enemies to earn a Silver Rupee.



### D2 Windfall Island

#### Shop Guru Quest

As described in Part 2, you can obtain the Magic Armor from Zunari by trading items with the three traveling merchants in the game. However, you can keep trading new items with the merchants even after you receive the Magic Armor! The following table illustrates all the trades and items you can obtain in this way. To get another Piece of Heart, obtain the Shop Guru Statue, then talk to the merchant on Great Fish Isle.



Merchant's Location	Item to offer	New Item	Fee
Bomb Island (F5)	Town Flower	Sea Flower	20 Rupees
Great Fish Isle (B4)	Sea Flower	Exotic Flower	25 Rupees
Mother & Child Isles (B2)	Exotic Flower	Pinwheel	55 Rupees
Bomb Island (F5)	Pinwheel	Sickle Moon Flag	40 Rupees
Great Fish Isle (B4)	Sickle Moon Flag	Fountain Idol	65 Rupees
Mother & Child Isles (B2)	Fountain Idol	Big Sale Flag	35 Rupees
Bomb Island (F5)	Big Sale Flag	Hero's Flag	75 Rupees
Great Fish Isle (B4)	Hero's Flag	Postman Statue	100 Rupees
Mother & Child Isles (B2)	Postman Statue	Shop Guru Statue	200 Rupees



### F7 Boating Course

#### Secret Cavern

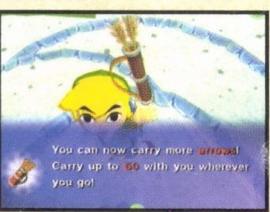
If you have the Hookshot, you can enter the cavern on the little island on the far side of the course's starting point. Inside, hit the three switches with your Boomerang to reveal a treasure chest containing the Submarine Chart!



### G4 Thorned Fairy Island

#### Great Fairy

The entrance is blocked by three switches that can only be manipulated with the Skull Hammer. Inside, this fairy will give you a power-up that allows you to hold more arrows.



### G6 Cliff Plateau Isles

#### Withered Trees

After visiting the Korok here, go back and talk to the Deku Tree in Forest Haven. He'll mark all of the locations of Koroks in the world for you. You need to use Forest Water on the withered tree here as well as in the seven remaining locations. Regular water won't work. You have to water all eight trees within 20 minutes in one session! Don't attempt to clear this event until after you have learned the Ballad of Gales. Your reward is another Piece of Heart.





C7



## Sixth Dungeon: Wind Temple

## Points of Interest

- ⑤ Makar can plant seeds in

the light brown spots in the temple. Just walk on top of one as Makar and press A.



- ⑥ To make use of the spring-loaded platforms, get on top of one and put on your Iron Boots. As soon as you take them off again, the spring will send you into the air. You can also use the Deku Leaf at the apex of your jump to float.



- ⑦ You can also use the Hookshot on the trees that Makar planted.

⑧ Makar will become captured early on in this dungeon. To rescue him, you must first go to B1 and obtain the Hookshot. Next, you can destroy the head-shaped stones by first wearing your Iron Boots, then firing the Hookshot at the targets on their foreheads.



- ⑨ To destroy the small cracked sections of the floor, just step on them with the Iron Boots.



- ⑩ You can also activate these special octagonal plates by standing on them with the Iron Boots.



- ⑪ In the spike-filled room, move the blocks into this configuration. You can now use the spring to shoot you through the hole in the ceiling on the opposite side. If you destroy all of the cracked floor pieces in this room with the Iron Boots, a secret second treasure chest will appear!



- ⑫ In the room just before your encounter with the boss, you'll have to cross this hallway with the wind coming right at you. Position the blocks as shown, then just walk across with the Iron Boots. You'll have to carry Makar across, too.



## Boss

The Hookshot is the weapon of choice for this battle. To damage the boss, you must first strike its blue tongue with your Hookshot, then attack the tip with your sword. Every so often, three small worms will



appear. You can use your Hookshot on them to get their vulnerable heads out of the sand. Each one will drop a heart, so defeat them if you need to recover life. You also don't need any distractions while you're going for the boss' weak point.



## Other Event Items

Item	Location	Notes
Heart Container	Boss room	Get it automatically after defeating the boss

## Treasure Chests

Contents	Location	Notes
Orange Rupee	First room	Plant seeds in the two spots first
Dungeon Map	1F, lower-right room	—
Compass	B1, main room	—
Small Key	B1, spike-filled room	—
Treasure Chart 35	B1, spike-filled room	Destroy all the cracked floor pieces first
Hookshot	B1, upper-left room	Defeat all the enemies first
Joy Pendant	1F, main room	Rescue Makar first
Joy Pendant	2F, main room	—
Small Key	2F, lower room	Defeat all the enemies first
Joy Pendant	1F, right hallway	—
Big Key	1F, rightmost room	Defeat all the enemies first
Treasure Chart 5	B1, circular room	Defeat all the enemies first (some are hiding in the statues)



## Triforce Shards

After completing the sixth dungeon, you'll have to find all eight triforce shards. Obtaining each piece is a three-step process:

1. Find a Triforce Chart.
2. Bring it to Tingle at Tingle Island. He'll decipher it for 398 Rupees.
3. Use the newly-deciphered chart just like any other Treasure Chart to find the corresponding Triforce Shard.

Just when you thought you had nothing to spend all those Rupees on, here comes Tingle and his outrageous map-reading fees. In total, you will have to spend 3,184 Rupees to get all eight charts deciphered.

Here are the locations of all the Triforce Charts. Each one is hidden in a room containing two circular plates on the floor. To make the Triforce Chart appear, you must stand on the blue plate and conduct Wind's Requiem with your Wind Waker. Although it's possible to obtain some of these charts quite early in the game, you won't be able to obtain all eight until after you complete the sixth dungeon. In the following table, the charts are roughly ordered from the easiest to the most difficult to obtain.

Chart #	Chart Location	Shard Location	Chart Location Notes
1	Islet of Steel (B5)	Great Fish Island (B4)	Use bombs to clear the opening of the islet
5	Needle Rock Isle (A5)	Cliff Plateau Isles (G6)	Destroy the golden boat with bombs
8	Overlook Island (G1)	Two-Eye Reef (D7)	Use the Hookshot to reach the cave entrance at the top of the island
7	Stone Watcher Island (C5)	Seven Star Isles (F1)	Use the Power Bracelets to lift the stone head
3	Bird's Peak Rock (G5)	Stone Watcher Island (C5)	Use a Hyoi Pear to hit all five switches hidden in the nests
2	Private Oasis (E5)	Gale Isle (D1)	Inside the cabana, use the Grappling Hook on the hook hanging from the ceiling
6	Outset Island (B7)	Southern Triangle Island (C5)	Use the Power Bracelets to lift the stone head.
4	Ghost Ship (varies)	Outset Island (B7)	See "Ghost Ship Event" section

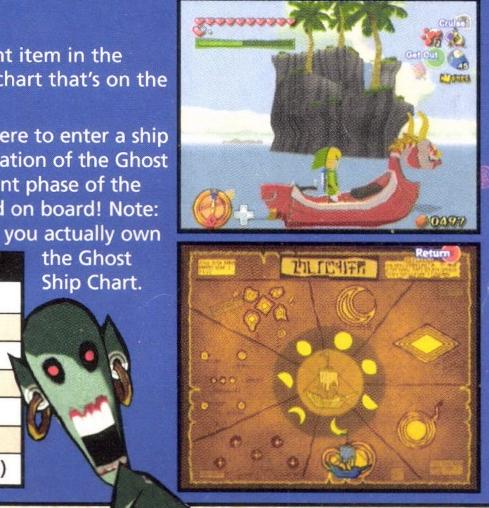


## Ghost Ship Event

Obtaining most of the Triforce Charts is straightforward; simply using the right item in the right place will open the barrier leading to each chart. However, finding the chart that's on the Ghost Ship is somewhat more involved.

First, you must go to Diamond Steppe Island (A6). You can use the Hookshot there to enter a ship graveyard and obtain the Ghost Ship Chart. This handy item will display the location of the Ghost Ship at night. Using the chart, travel to the island that corresponds to the current phase of the moon. You'll find the Ghost Ship in the vicinity. The last Triforce Chart is located on board! Note: Even if you know where the Ghost Ship is, you won't be able to board it unless you actually own

Phase	Location of Ghost Ship
Full moon	Crescent Moon Island (E1)
Crescent moon facing up	Spectacle Island (C2)
Crescent moon facing down	Five-Star Isles (G7)
Left half of the moon missing	Star Belt Archipelago (G3)
Right half of the moon missing	Bomb Island (F5)
Wee bit of the left half of the moon missing	Great Fish Isle (B4)
Wee bit of the right half of the moon missing	Diamond Steppe Island (A6)



E4

## Final Dungeon: Ganon's Tower

### Points of Interest

- On the approach to Ganon's

Tower, simply swing your sword at the (previously indestructible) magical barrier to destroy it. This will only work if you already have the Triforce of Courage.



### First Floor

The first floor features a central room surrounded by four hallways. Each one is a miniature representation of an old dungeon that you have already completed. At the end of each hallway lives a copy of the corresponding boss as well. I sure

hope you loved fighting those bosses! If it's any consolation, none of these battles is any harder than it was the first time, so you can use all the same strategies.

- In the Dragon Roost Cavern hallway, you'll need the Grappling Hook, Ice Arrows and Deku Leaf equipped. First use the Grappling Hook on the first beam to jump onto the platform floating on the lava. Next, use your Ice Arrows to create new platforms and make your way to the tall ledge. Getting up to the top is simply a matter of creating a platform on top of the position where lava erupts. Once your platform is in the right place, just stand on it and wait for the eruption to send you up toward the ledge!



continued on next page





## Final Dungeon: Ganon's Tower

*continued*

Deku Leaf, but some of the jumps are sketchy because there is so little room for error. When you reach the last two platforms, shoot down the two Peahats at the end of the hallway before making the last big jump.



site end. You'll have to hurry to make it all the way across before the ChuChu turns back to normal!

In the Wind Temple hallway, you'll need the Deku Leaf, Iron Boots and Hookshot (although you should first take out the Wizzrobe near the beginning with arrows). From the first spring-loaded platform, you can make it almost all the way to the end if you open up the Deku Leaf at the height of your jump. Under the final ledge, simply use your Hookshot to get up to the top.

### Second Floor

Study the images above the lit candles in the right room on this floor. They denote the order in which the candles in the left room must be lit. You must use your Boomerang to strike all four switches in one swing. After completing this little event, you'll unlock a portal that lets you return back to the world map. When you're ready, jump into the hole in the right room to enter the Maze of Phantoms.

### Maze of Phantoms

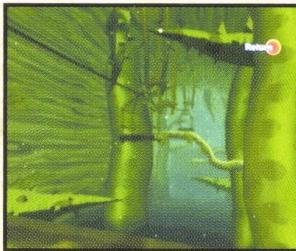
Here you'll face a maze of rooms filled with Ganon phantoms. Each time you defeat one, the hilt of its sword will point to the correct door that you are supposed to go



through. Actually, you don't even need to beat all the phantoms you encounter, because you're able to navigate freely between most rooms. Just beat the first one to get your initial bearings, then you can run through all the rooms until the end. Follow my directions start-

ing from the entrance of the second correct room: Take the left door, then straight ahead, then the left door, then the right door and finally straight ahead again. When you reach the last room, you'll have to defeat a Ganon phantom; you'll obtain the Light Arrow immediately afterward. When you return to the main room above, a final Ganon phantom will appear. To defeat this one, simply fire a Light Arrow at it. After doing so, throw the leftover sword at the door leading to the third floor to unlock it. Remember, any progress you make past this floor is beyond the point of no return!

In the Forbidden Woods hallway, equip the Deku Leaf and Arrows. You can easily make it all the way across with just the



### Third Floor Sub-Boss

**Marionette Form**—The weak point of this sub-boss and its subsequent forms is the blue crystal ball. To inflict damage, you must shoot a Light Arrow into the crystal ball three times. To make hitting the target easier, sever all four of the strings above the puppet with the Boomerang. You'll know you've got them all when the crystal ball starts to drag around the floor.



**Spider Form**—While fighting this form, orient your camera so that it faces directly downward. The spider will most likely be far above you, but you'll be able to see its reflection in the water. Just move around so that the crystal ball will land right next to you when the spider hits the ground. Fire away and repeat three times.



**Snake Form**—This final form is the most difficult of the three. The crystal ball is attached to the end of the snake as it flies around the room erratically. You can attack the head to stun the snake for a moment, but it's not a very effective tactic unless you're already positioned to shoot an arrow into the ball. As usual, its movements will become increasingly aggressive as it takes damage. Only three hits are required. Once it's defeated, climb the string and use your Grappling Hook to reach the top of the tower and the final battle...



### Final Battle

Get ready for one of the most dramatic boss battles ever! You won't need to use any special items here at all. It's a sword fight, much like the ones you had against all those Darkknuts...although Ganon, of course, is much harder to defeat. In the first part of the battle, the only way you can

inflict damage is by executing a parry attack and then striking Ganon's back. However, Zelda will also be shooting Light Arrows at Ganon. If one of these connects, it will stun him and you'll also be able to get in a few sword swings. After the

swordplay continues for some time, Zelda will tell you that she'll shoot Light Arrows at your shield, which you are supposed to reflect back at Ganon. Just make sure your shield is out and is pointed at the direction Zelda is shooting from.

Immediately after he suffers a hit in this way, run up to him and press A to deal one last parry blow. If you use a regular B button attack, it won't work. Now sit back and enjoy the ending!



# MEGA MAN

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For the Drawing's "Runner-Up Prizes" (15 winners)—a *Mega Man Network Transmission* game (retail value \$49.95 each). No alternative prizes, cash, or other substitutions are permitted except at Sponsor's discretion. Prizes are nontransferable. All federal, state, and/or local taxes are the sole responsibility of the Winner(s). Selection of Winner(s): Winners will be selected from all eligible entries received on July 16, 2003. All decisions of Sponsor are final and binding. Odds of winning will be determined by the number of eligible entries received prior to the entry deadline. 400,000 notices of the sweepstakes will be distributed. After being contacted by Sponsor by telephone or mail, the winners will have 10 days from date of notification to claim their prizes by U.S. mail to the Sponsor's address. Sponsor is not responsible for and shall not be liable for late, lost, misdirected, or unsuccessful efforts to notify Winners. Winners may be required to sign and return a release of liability, declaration of eligibility, and a publicity consent agreement, all within 10 days of acknowledged notification. Winners may be required to have photographs taken. If a winner's entry becomes ineligible, prizes will be awarded to an alternative winner. By accepting the prize, Winners agree to the use of his/her names, voices and/or likenesses for the purpose of advertising, trade, or promotion of any (or all) of the Sponsor without further compensation. If a selected winner cannot be contacted, is ineligible, fails to claim the prize, or fails to timely return the completed and executed declaration and releases as may be required, the prizes may be forfeited and alternate winners selected. General Terms and Conditions: By entering the MEGA MAN 2003 SWEEPSTAKES, each participant agrees to be bound by these Official Rules and the decisions of the Sponsor, which shall be final. 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# 100TH ISSUE BLOWOUT!

## Our Most Secret Tips and Tricks Revealed!

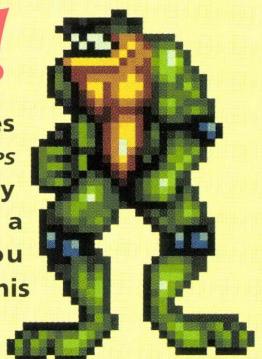
To commemorate the 100th issue of *TIPS & TRICKS*, we could have compiled a long-winded history of the magazine, patting ourselves on the back and giving mad props to every schmoe who ever passed through our offices. But instead of shoving a bunch of self-congratulatory rhetoric down your throat, we've decided instead to simply blow the doors off and empty our cheat archives, revealing our most secret cache of never-before-seen video-game tips. These are the cheat codes, Easter eggs and passwords that we've been keeping under wraps for one reason or another, in some cases for many, many years.

Some were kept quiet because the programmers asked us not to reveal them, others were not discovered until recently... and some of them were covered up because we were never able to figure out exactly what they do!

A note to our more sensitive

readers: Several of these codes have been locked up in the *TIPS & TRICKS* vaults because they were not fit for publication in a "family" magazine, if you know what we mean. For this special occasion, we've resurrected the *TIPS & TRICKS* mascot, Cheat Biscuit, to censor the "naughty" bits. If you choose to test out these codes at home, *TIPS & TRICKS* will not be responsible for any psychological damage or trauma that may result from your exposure to the wacky world of video-game programmers' "in-jokes." You have been warned.

So put on your spelunking gear and fire up your thumbs for some D-pad delicacies as we descend into the subterranean levels of the *TIPS & TRICKS* archives. You won't find these secrets anywhere else but in the 100th issue of *TIPS & TRICKS*, the #1 Video-Game Tips Magazine...



### TIPS & TRICKS Cover Gallery

Every magazine that reaches some kind of anniversary invariably reprints the covers of all its back issues to show how far they've come. Why should we be any different? Grab your magnifying glass and take a gander at our checkered past. Note: Issue #38 (April 1998) was printed with two different covers, both of which are shown. Most readers got the Rival Schools cover; the Reboot cover was only distributed in Canada.





# Metroid

## Cheat Password!

Nintendo's *Metroid* was originally released for the Famicom Disk System in Japan with the ability to save your game on the same floppy disk that stored the game program. When the game was converted to cartridge form for its North American release, a programmer named Tohru Narihiro was given the assignment to add a password scheme that would allow NES players to save a game in progress. We know nothing about Mr. Narihiro except for two things: First, the password scheme he implemented is very "loose"—that is, you can enter just about any random characters and come up with a functioning password with just a little tweaking. The famous "Justin Bailey" password is an example of this; that password is not hard-coded into the game program, but when the system sets up

the game parameters by examining the individual characters in the password, you end up with several desirable effects.

The other thing that Mr. Narihiro added to *Metroid* was a special password that activated a cheat mode in the game. By choosing the "Continue" option and entering "NARPASSWORD00000" (the last five characters are zeroes; the remaining spaces can be left blank), players can start at the beginning of the game with infinite health, unlimited missiles and all of the power-up items!

Incredibly, this very special password remained Mr. Narihiro's secret until January of 2003—nearly 14 years after the game's release!—when it was discovered by an Arizona hacker named Jason Oster while examining a fellow hacker's disassembly of the *Metroid* program data. This password also works in the classic version of *Metroid* which can be unlocked in *Metroid Prime* by beating *Metroid Fusion* on the Game Boy Advance and linking it up to the GameCube.



Enter the password  
"NARPASSWORD00000" and  
press START.



You'll start the game with all  
of the power-ups, plus infinite  
health and missiles!



# Sarge

## Naughty Soldier!



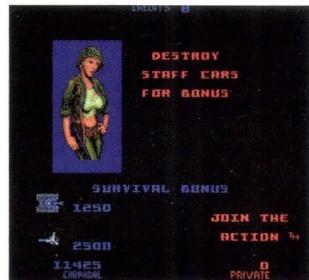
*Sarge* is the oldest game featured in this issue's roundup of never-before-seen video-game secrets. This particular Easter egg was provided to us by Brian Colin and Jeff Nau-man of Game Refuge (the game's lead artist and programmer, respectively) as an exclusive for *TIPS & TRICKS* 100th issue. We'll let Brian tell you about this secret—and several others—in his own words:

"In the very early days of arcade game development, it was a challenge for designers to simply get their names on a game. Management figured (correctly) that if design credits were included in the games, they might have to start paying designers more. So the earliest 'secrets' from our Bally/Midway days simply involved sneaking our names onto the game cabinet or into the game itself. The *Spy Hunter* cabinet was probably the best example of hidden cabinet credits; the weapon blueprints (Heat-Seeking Tomcat 'BC' Missiles, 50-caliber 'Leon'-type Machine Guns, etc.) were simply thinly-disguised team credits. 'On-screen, the default initials on high score screens were an obvious favorite; reading the initials from top to bottom often revealed the (gasp!) full names of the design team (as in the game

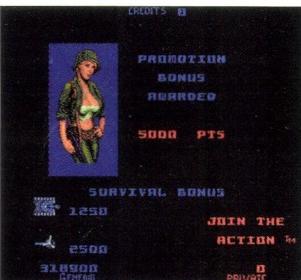
Zwackery). Games like *Xenophobe* gave us a chance to name fictional places after ourselves; for example, 'Colin's Rock & Dragon Planet.'

"Some secrets were not intentional: Just before *Pigskin 621 A.D.* went into production, we decided to give an extra credit's worth of 'bonus' game time to players who paid for a full game in advance. Unfortunately, this last-minute change introduced a bug that let a second player 'join in' to an existing game and get up to a dozen credits worth of play for a single credit! The first several hundred *Pigskin* games that rolled off of the assembly line had this secret 'feature'; needless to say, this really screwed up the game's initial earnings reports.

"The realistically-depicted female soldier featured in the arcade game *Sarge* generated so much interest when it was first introduced that, part-way through the initial production run, we slipped in a hidden player incentive. With the machine's internal DIP switches set a certain way, players who achieved the rank of Colonel were greeted by a winking, sexy 'G.I. Jane' wearing little more than a smile. The DIP switches should be set as follows: 0011000100. To see if the switches are correctly set, look at the girl at the start of the game. If she is wearing a low-cut T-shirt, then the 'hidden player incentive' is on. My kids found this one long after I forgot I put it in there!"



The female soldier in *Sarge*'s intermission screens usually looks like this.



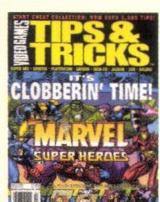
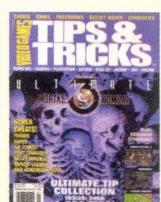
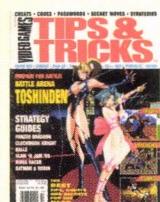
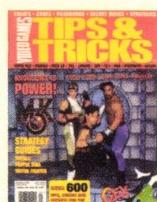
On certain machines, setting the internal DIP switches as described will change her appearance slightly.



With the DIP switches set this way, play the game until you earn the rank of Colonel.



Bet you never saw THIS at your local arcade!





## Home Alone 2: Lost in New York



### Secret Warp!

Here's a really weird secret in the tradition of the oldest video-game "Easter eggs," those hidden messages buried in games by disgruntled programmers who were looking for some kind of recognition. This trick was discovered just a few months ago by a Nintendo collector who managed to track down one of the game's programmers, Joseph A. Moses, a.k.a. "Holy Joe Rock & Roll." After leaving Absolute Entertainment in June of 1993, Holy Joe revealed the secret to his friends and family members by including the following instructions in his self-published newsletter, *The Holy News*:

"Play the first world (the Hotel) until you get up to the 16th floor. When you reach the first room on the 16th floor, enter it and grab the aftershave power-up. Exit the room and head for the second room on the 16th floor.

Shoot off all your darts as you enter the second room...[then, while] still powered-up from the aftershave, walk to the closet door in the second room and press Up. This will complete the sequence necessary to execute the HOLY JOE WARP!"

After a greeting from Holy Joe himself, you'll be warped to the streets (second world) with a full clip of 16 darts. But beware: If you press START to skip Holy Joe's speech, you'll be warped back to the start of the game!



Enter room 1621 on the hotel's 16th floor.



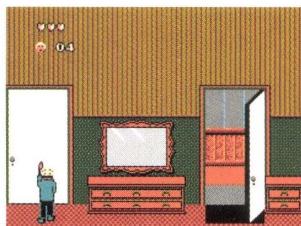
Pick up the aftershave power-up from inside the room.



Quickly enter room 1622.



Fire all of your darts until you have none left.



While still powered up—with no darts—stand in front of the closet and press Up.



See, we told you it was weird.



You'll warp to the second world with 16 darts.

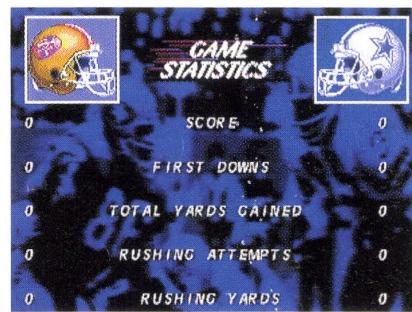


## NFL's Greatest: San Francisco vs. Dallas 1978-1993

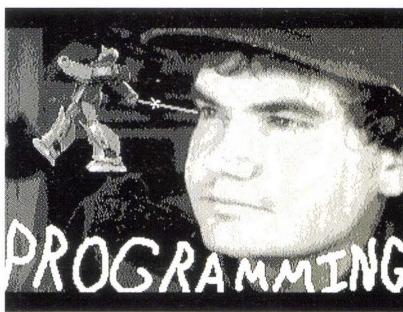


### Hidden Video!

Yet another programmer's "Easter egg:" Start a game, then select "Stats" from the Coaching Decision menu. When the Game Statistics screen appears, press B, A, C, A, B, A, B, then hold A, then hold C. You'll be taken to a somewhat disturbing selection of images and music, straight from the subconscious of somebody who worked on this otherwise unassuming little football game. We should have known this game was programmed by devil-worshipping heavy metal fanatics when we heard the insane hard-rock main menu theme: "Feelin' good as the coach calls my name"...yeah!



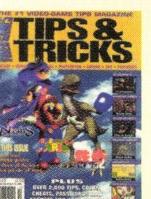
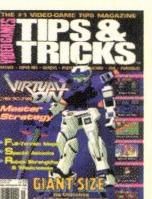
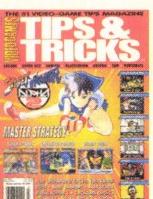
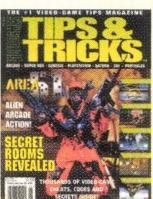
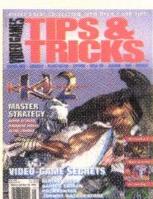
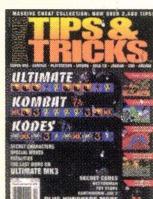
Press B, A, C, A, B, A, B, then hold A, then hold C.

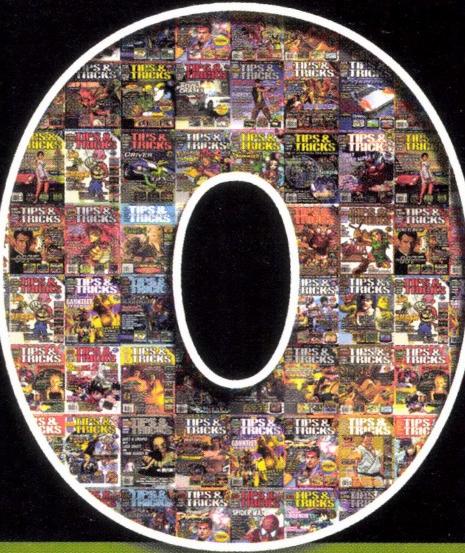


Off you go, into the weird world of some bored game programmer.



If you press START to pause the sequence, you can "double" the image by pressing Up or Down.





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# Wild Woody

## Naughty Mermaid!



One of the last Sega CD games to be released is also one of the most underappreciated: *Wild Woody* has wacky action, lots of funny full-motion video and an outstanding soundtrack by avant-garde metal guitarist Ron Thal. It also has some crazy cheat codes which have been well-documented in previous issues of *TIPS & TRICKS* and our biannual *Codebooks*. However, the game has one more wild secret which has never been revealed before.

To find it, you'll have to do a lot of running around in the Pirate World Act 2 (the treasure saves), so we recommend entering the game's master cheat code first: At the title screen—while the words "Press Start" are flashing—hold **Down + A + C** on Controller 1 and **B + Left** on Controller 2; you'll hear a signal to confirm that the code is in place. Start the game, then press the **START** button on Controller 2 to access the stage-select menu. Press **START** on Controller 1 to choose Pirate World, press **A** to select Act Two, then press **START** to begin. When the game starts, you can use Controller 2 to refill Woody's health (**A** button) or move him right through the walls and floors to any part of the stage (hold **C** and use the D-pad).

Note that Woody's location is displayed as a set of coordinates in the corner of the screen. To activate the secret, you must move around the stage and pick up five items in a specific order. When

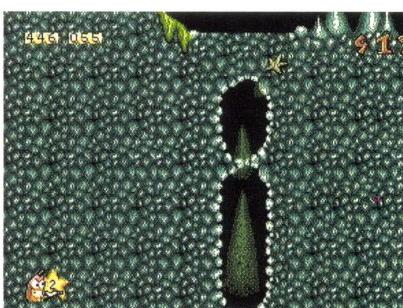
moving Woody around the screen with Controller 2, it's very easy to lose him by having him go off the edges of the level or by letting him fall through the bottom, so try to keep him centered on the screen if you can. Also, if you accidentally pick up one of the five items out of order, you'll have to start over. Here are the five steps:

- 1) Pick up the Easter egg power-up in the upper left corner of the level (coordinates 004, 005).
- 2) Move to the far right edge of the stage and pick up a tiny, hidden power-up that's buried in the rock to the right of the level exit (coordinates 446, 054).
- 3) Go back to the left edge of the stage and pick up the health power-up in the hidden tunnel at coordinates 026, 007; it's stuck in a wall to the right of where the Easter egg power-up was found.
- 4) Collect the extra life power-up hidden in the ceiling tunnel above the level exit (at coordinates 433, 014).
- 5) Finally, pick up the mermaid sketch power-up directly above the position where Woody entered the level (coordinates 033, 005).

Once you've done these steps in the correct order, press **START** to open the sketchbook, select the mermaid sketch and press **C** to draw it. You'll notice that the mermaid looks quite different from the way she usually appears!



In Pirate Act 2, collect the Easter egg power-up from location 004, 005...



...then look for a tiny, hidden power-up at location 446, 054...



...then grab the health power-up at location 026, 007...



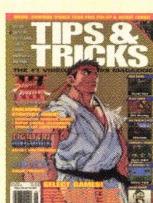
...then collect the extra life power-up at 433, 014...

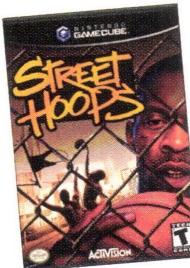


...and the mermaid sketch power-up at location 033, 005.



The next time you draw a mermaid, you'll see quite a sight!





## Street Hoops

### Secret Codes!

The following codes were provided exclusively for our 100th issue by our good friend, video-game composer/musician/impresario Tommy Tallarico. Enter them at the "Cheats" screen from within the Game Settings menu.

**Unlock Dennis Rodman—**

Y, R, L, R, X, Y, Y, X

Under ordinary circumstances, "the Worm" would be unlocked if

you racked up a total of 30 blocks and/or rebounds in a single game, but this code lets you unlock him without doing all the hard work.

**10 Million Dollars—**R, Y, R, Y, L, L, X, Y

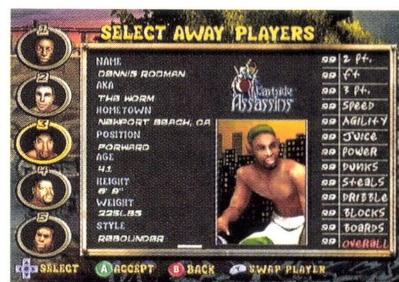
Use the extra dough to buy whatever you want from the pawn shop, Footaction USA store, tattoo parlor or barber shop.

**Tommy Tallarico Clothing—**L, L, L, R, Y, R, R, X

Tommy contributed music and sound effects to the *Street Hoops* soundtrack, so the game's developer decided to immortalize him in the game. After entering this code, your team will wear a special gold jacket with the Tommy Tallarico Studios logo on the back; it was supposedly inspired by the Elvis-style gold lamé jacket that Tommy used to wear while walking around video-game trade shows with his entourage of babes, midgets and UFC athletes.



Enter Y, R, L, R, X, Y, Y, X to unlock Dennis Rodman..



Now you can sign The Worm to your street team.



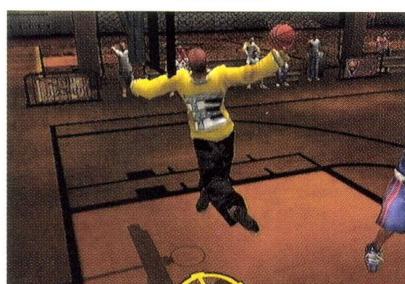
Enter R, Y, R, Y, L, L, X, Y to score "Mad Loot."



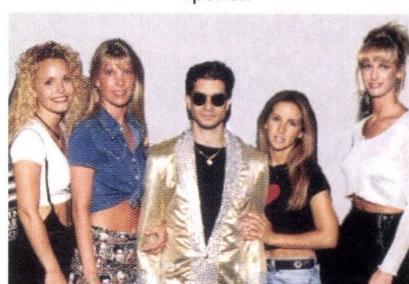
You've suddenly got \$10,000,000 to spend..



Enter L, L, L, R, Y, R, R, X to earn Tommy Tallarico clothing.



You'll feel like the King himself in Tommy's gold jacket.



Using this code is as close as you'll ever come to being the real Tommy (pictured above).



## Urban Yeti

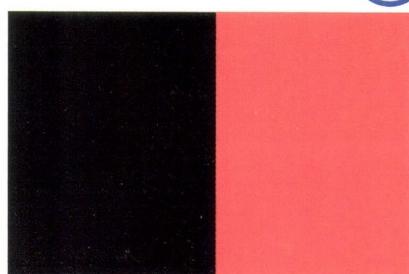
### Weird Password!

One of the weirdest video games of all time also happens to have one of the weirdest secret pass-

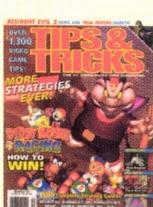
words of all time. If you access the password screen and enter "BSWSBSWS" as your password, you'll be taken to a strange display of colors with music and sound effects. We never printed this code before because we just couldn't find the words to describe its effects. What in the world could be the purpose of this password?



Enter "BSWSBSWS" as your password.



Your guess is as good as ours.





# Rygar

## Level Warps!

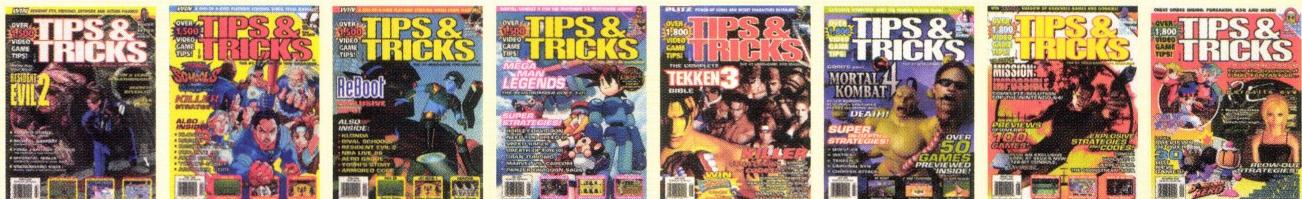
The Atari Lynx is one of our all-time favorite game systems. Editor in Chief Chris B. always put a lot of effort into finding new Lynx cheats back when he was a lowly Associate Editor working on the *Easter Egg Hunt* section of *VIDEOGAMES & COMPUTER ENTERTAINMENT* magazine in the early '90s. Sometime in 1993, he managed to contact one of the developers of the Lynx version of *Rygar* to ask if the game had any cheat codes, and was told that there was a certain point in the game where you could warp to a different stage if you pointed the D-pad in the **Down** position (to make Rygar squat) and pressed one of the **OPTION** buttons. Naturally, he crawled through most of the game, jamming on both **OPTION** buttons at every possible square inch of ground, but never found the "mystery spot."

While digging through the *TIPS & TRICKS* cheat archives, we came across some notes that rekindled our interest in finding this hidden warp. Pulling our Lynx out of storage, we crawled through

the game again, stopping to squat down at every pixel and testing more complex button combinations as we went along. To our surprise, we found a spot near the beginning of the very first level that activates a secret warp if you hold **Down** on the D-pad and press **OPTION 1 + OPTION 2 + A + B** simultaneously!

Strangely, this warp deposited Rygar at the beginning of Level 2. This was puzzling. What's so great about warping to Level 2 in a game that has 23 levels? After further testing, we discovered a "mystery spot" in **EVERY** level, not just the first! Each one will warp you to the subsequent level if you hold **Down** and press **OPTION 1 + OPTION 2 + A + B** at just the right location.

The following screen shots illustrate the locations of all 23 "mystery spots." Note that the warps in Levels 9 and 19 are deviously located in places where there is no ground to stand on; you must hold **Down** and press the buttons while in the middle of a jump across a chasm. Also, the warp location in the last stage will take you to the game's ending sequence, but you have to release the buttons **IMMEDIATELY** after the warp is triggered or you'll skip the ending.





## The Grid

### All Access Code!

Not only is *Mortal Kombat* co-creator Ed Boon a master at burying secrets in his games, but he also has the ability to keep quiet about them for long periods of time. According to arcade legend, when Boon added the secret character Reptile to the original *Mortal Kombat*, he told no one about it...not even the members of the team that developed the game!

Here's another one of Ed Boon's secrets that we guarantee you've never heard before. In his last arcade game, *The Grid*, players could enter secret codes on a numeric keypad at the character-select screen to unlock secret characters or activate other functions. Unfortunately for beginners, some of the codes will not work unless you have accomplished certain objectives in the game. For example, to unlock Sub-Zero from *Mortal Kombat* as a playable character, you must play the game until you have scored a total of 4,500 points or more.

The following code will remove the prerequisites for the secret

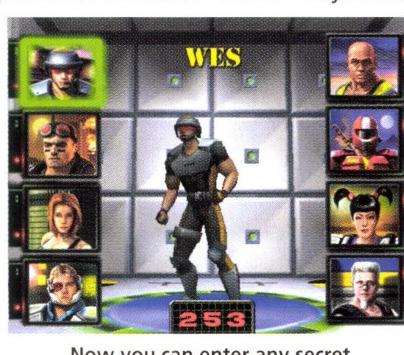
characters, allowing you to enter any of the available codes even if you have not completed the requirements for using them. At the character-select screen, enter 8, 4, 7, #, then 3, 9, 2, #. Now you can enter any of the secret character codes even if you're playing the game for the very first time! Note that you only have a limited amount of time to enter the codes. "Only two people on this planet know this code," says Boon, "myself and my brother Mike." (Mike Boon is also on the *Grid* team.)

Here's a recap of the secret character codes which can ordinarily be used only by those who have satisfied certain requirements in the game. After entering 847# and 392#, all of the following special codes will be available for you to enter:

- |                               |                             |
|-------------------------------|-----------------------------|
| 7 8 2 #—Play as Sub-Zero      | 5 2 9 #—Play as the Lawyer  |
| 7 2 6 #—Play as Scorpion      | 8 7 6 #—Play as Trom        |
| 7 6 7 #—Play as Noob Saibot   | 4 7 4 #—Play as The Gridman |
| 7 3 3 #—Play as Red Dog 6     | 3 7 5 #—Play as Darla       |
| 4 6 7 #—Play as the Host      | 5 7 4 #—Play as Kristy      |
| 2 2 6 #—Play as the cameraman | 2 5 3 #—Play as Cleo        |



Enter 8, 4, 7, #, 3, 9, 2, #.



Now you can enter any secret character code.



Play as Sub-Zero, Noob Saibot and more!



## Klax

### Super Secret Passwords!

The Game Boy Color version of *Klax* has been described by its developer, Digital Eclipse, as "the game that keeps on giving"—we've already found and documented many secrets in this game, and we can't believe that there are more!

The first super secret in *Klax* is a series of hidden screens that were created by Chris Charla of Digital Eclipse. To see it, enter the following password: green diamond, pillar, pillar, green alien. The game will react as if the password is invalid; you must enter this password 10 times consecutively before it will register.

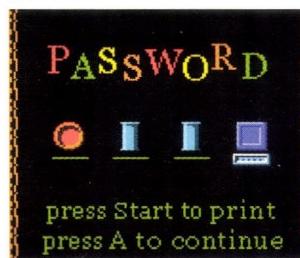


Enter this password ten times consecutively.



You'll see a surreal sequence of hidden images.

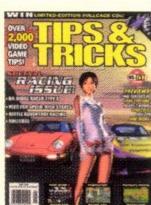
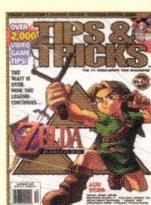
The game's biggest secret, however, is a very special hidden message which was added to the game by Digital Eclipse's Mike Mika. We're not going to spoil the surprise, because this message was really meant to be seen by just one specific person. Let's just say that we can't believe he was able to keep it quiet for so long (the game was released in 1999!). To see it, enter the following password: red circle, pillar, pillar, blue square. As above, the game will react as if the password has not been accepted; you must enter it 10 times consecutively before it will register. Big thanks to Mike for allowing us to share this secret with the world for the very first time!

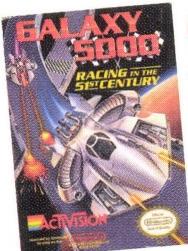


Enter this password ten times consecutively.



Someone is going to be very happy to see this message!





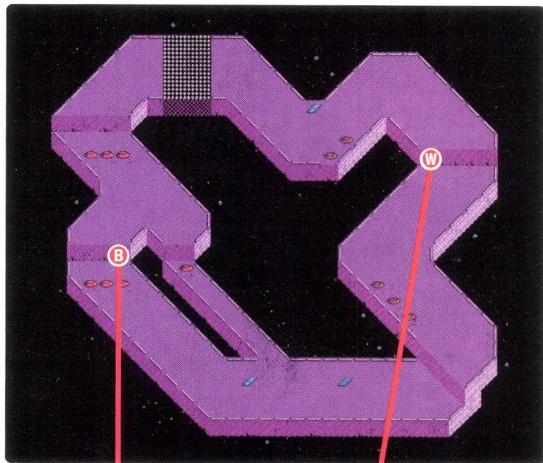
# Galaxy 5000

## Secret Rooms & Warps!

One of the most underrated video games of all time, Activision's *Galaxy 5000* plays like a futuristic version of R.C. Pro-Am or Super Off-Road, with spaceships instead of cars. It also has a couple of cheat codes and LOTS of secret warps and hidden areas.

We've printed the codes in our biannual Codebooks, but we never revealed the other secrets because there's no easy way to describe them in plain text and we just didn't have room to show maps of the levels. Well, for this special occasion, we're going to MAKE room! Consider this a mini-strategy guide for one of our favorite games.

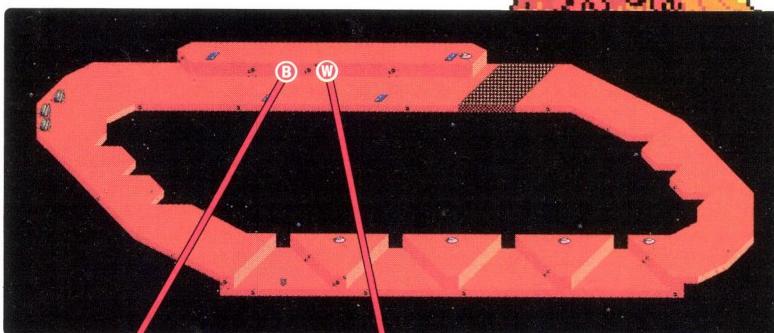
## Venus



Race 1  
Bonus Level

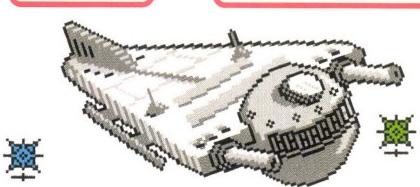
Race 2  
Warp Door (to Mars)

## Mars

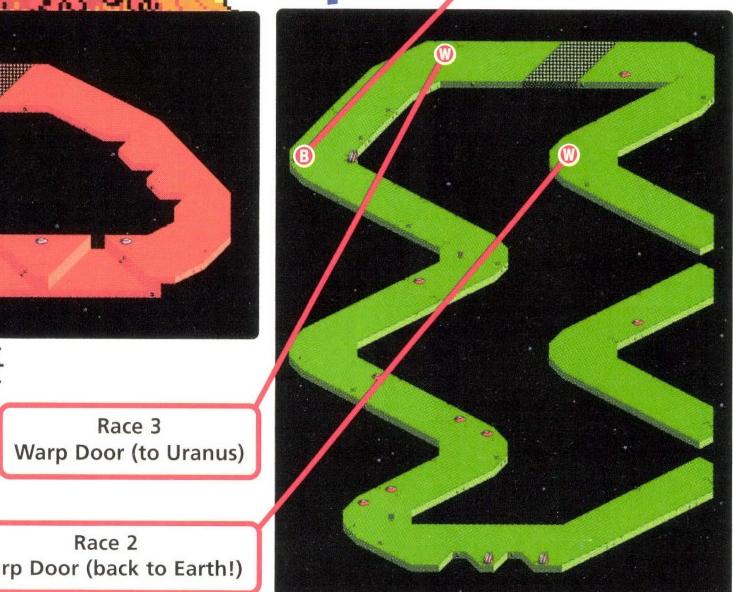


Race 2  
Bonus Level

Race 1  
Warp Door (to Jupiter)



## Jupiter



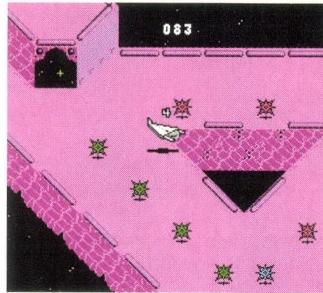
Race 1  
Bonus Level

Race 3  
Warp Door (to Uranus)

Race 2  
Warp Door (back to Earth!)

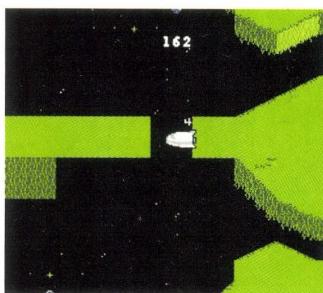
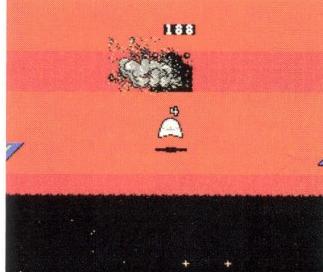
## B—Bonus Level

Hidden beneath objects or on vertical wall surfaces, these are hidden doors that lead to bonus levels (mini-tracks filled with bonus stars). Shoot at these locations during the specific races indicated to reveal the secret doors. While inside a bonus level, time is slowed, but not stopped. To return to the race, return through the door or simply fall off the track.



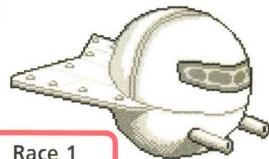
## W—Warp Door

Hidden the same way as the bonus level doors (see above), these hidden doors allow you to warp ahead in the game and immediately start a new race on a different planet. Note: You'll need a bomb weapon to blast open the warp door in Jupiter Race 3, since the object that conceals it is too low to be hit by normal projectiles.



## I—Inviso-Track

There's a secret island with bonus stars in the middle of the Saturn track. To reach it, simply drive off the edge of the track in the position indicated for each race number; a secret "bridge" will appear that allows you to reach the island!



# Galaxy 5000

continued



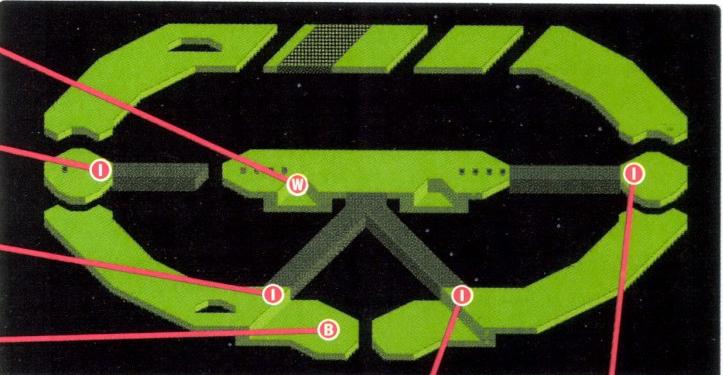
Race 3  
Warp Door (to Neptune)

Race 4  
Inviso-track

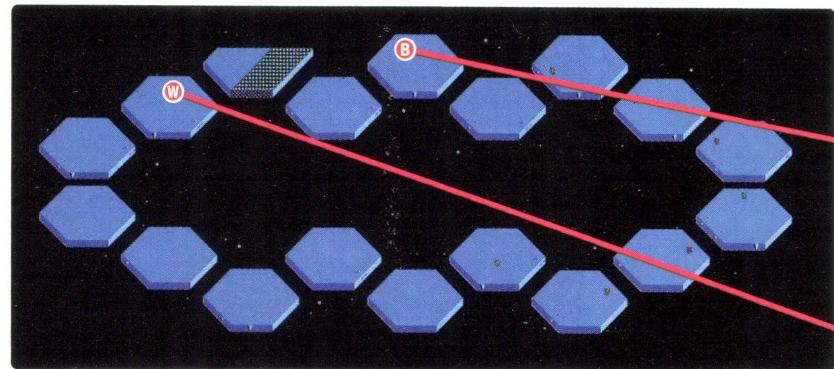
Race 2  
Inviso-track

Race 4  
Bonus Level

# Saturn



# Uranus



Race 3  
Inviso-track

Race 1  
Inviso-track

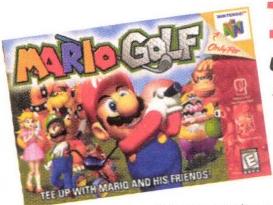
Race 3  
Bonus Level

Race 2  
Warp Door (to Mars)



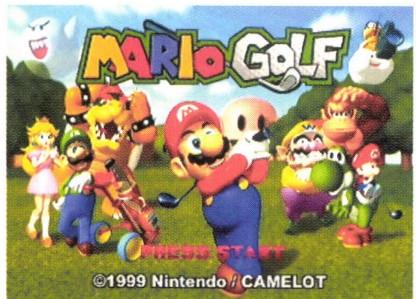
# Mario Golf

## Ultimate Cheat Code!



Anyone who's played *Mario Golf* knows how difficult it is to unlock all of the characters by beating them in "Get Character" mode; we played the game for months and never got past Mario! Fortunately, Nintendo has graciously stepped in to commemorate *TIPS & TRICKS*' 100th issue by providing us with an ultra-exclusive cheat code. Please note that this code will essentially wipe out all of your saved accomplishments; basically, it tells the game to register all of the game's goals as having been completed. At the title screen—when the words "Press Start" appear—press Down, Down, Left,

Left, Left, Right, Right, Right on the D-pad, then C<sub>Y</sub>, C<sub>Y</sub>, C<sub>Y</sub>, C<sub>Y</sub>, C<sub>Y</sub>, C<sub>Y</sub>. You'll hear a signal to confirm that the code has been entered correctly. Now check the character-select screen; you'll find that all of the characters have been unlocked! If you're wondering why there are still empty slots at the character-select screen, it's because the bottom four spaces are reserved for characters who have been created in the Game Boy Color version of *Mario Golf* and have been transferred to the N64 with the use of the Game Boy Transfer Pak. This code also unlocks all of the courses and tournaments (except for Course 6) and marks all of the Ring Shot challenges with a gold star!



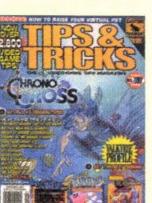
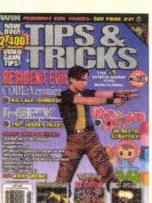
Press Down, Down, Left, Left, Left, Right, Right, Right on the D-pad, then C<sub>Y</sub>, C<sub>Y</sub>, C<sub>Y</sub>, C<sub>Y</sub>, C<sub>Y</sub>, C<sub>Y</sub>, C<sub>Y</sub>.



All of the secret characters will be unlocked!



The only feature that remains unavailable is the Mario's Star course.





## Red Alarm



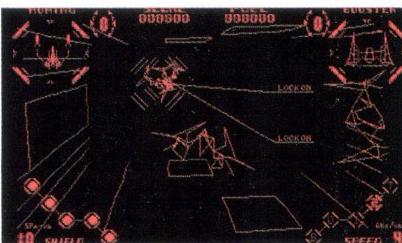
### Secret Cheat Code!

Virtual Boy cheats are few and far between; with only 14 games released for the system in the U.S., we never really got a chance to find many codes. One of the best Virtual Boy games, *Red Alarm*, has a very cool cheat code which has been kept secret for eight years! We actually found this cheat in the September 22, 1995 issue of *Dengeki Super Famicom*, the only Japanese video-game magazine with the guts to offer its readers a bi-weekly Virtual Boy column during the system's all-too-brief lifespan. We're very

surprised that nobody else seems to have noticed it before! At the *Red Alarm* title screen—the one that says "Start" and "Option"—repeatedly press the **SELECT** button as fast as you can. If you can tap **SELECT** 60 times before the title screen disappears, you'll hear a special sound effect to confirm that the cheat is in place. Once you've done this, start a game, then press **L + R + SELECT + A** simultaneously at any time. A secret cheat menu will appear, allowing you to activate an Invincibility option ("Special"), warp to any stage or listen to any of the game's music tracks!



Tap the **SELECT** button 60 times before the title screen disappears.



At any time during the game, press **L + R + SELECT + A**.



The top-secret cheat menu will appear!



## Ground Zero Texas



### Secret Cheat Code!

Waaaaay back in issue #5, *TIPS & TRICKS* and Digital Pictures sponsored a cheat-finding contest for *Ground Zero Texas*, a full-motion video Sega CD game. Most Digital Pictures games featured some sort of hidden video footage, and the idea behind the contest was to see if a reader could find the hidden video clip in *Ground Zero Texas*. The first five readers who found the secret scene would win a Digital Pictures sweatshirt, hat and pin, and 10 runners-up would be awarded a Digital Pictures T-shirt and pin. We asked Digital Pictures for the correct answer for verification purposes, and were told that the code that unlocked the hidden video scene was "abracadabra" (**A, B, Right, A, C, A, Down, A, B, Right, A**). Now, we tested this code at various points in the game and couldn't get any secret video scene to appear. But we figured that some reader would discover the hidden video and send us instructions on how to find it. So we waited...and waited...and waited some more. When the contest submission deadline date arrived, the number of correct entries was a big fat zero. Nobody found it...nobody even took a guess! Digital Pictures eventually went out of business, and the contest prizes were never sent to us, save for a big plastic bag of Digital Pictures logo pins

which sat around the *TIPS & TRICKS* offices collecting dust (they were eventually confiscated by Joe "Collector's Closet" Santulli about eight years later).

Looking back on this bizarre chapter in *TIPS & TRICKS* history, we decided that the long-forgotten *Ground Zero Texas* secret code controversy should be resolved for our 100th issue. After many more hours of experimentation, we discovered the following trick: Load Disc 2 in your Sega CD. When the message appears that says "Remove CD 2 Insert CD 2," press **A, B, Right, A, C, A, Down, A, B, Right, A**. If you've entered the code correctly, Stage 3 will begin; if you press **START** to pause and access the stage-select menu, you'll find that all four of the game's stages have been unlocked! Note: The "Please Insert Disc 1" message may not appear if you have a save file with Stage 3 unlocked in the backup RAM of your Sega CD system.

Unfortunately, we STILL haven't found any hidden video footage, and there's strong evidence that it's still buried in the game somewhere. If you press **A + B + C** at the stage-select menu, a number "1" will appear in the corner of the screen as soon as all three buttons are held down. This is very similar to the button sequences that trigger hidden videos in games like *Prize Fighter* and *Slam City*, so we'd bet that this leads somewhere...



Load Disc 2; when this screen appears, press **A, B, Right, A, C, A, Down, A, B, Right, A**.



Stage 3 will begin. If you press **START** to pause, then access the stage-select menu...



...you'll find that all stages on both discs have been unlocked!





# Quarterback Attack

## Ultimate Cheat Code!



Several years ago, an Associate Producer who worked on *Quarterback Attack* told us about a cheat code that unlocked a secret scene in the PC version of this full-motion video football game: Apparently, the actor who played the game's main character wandered into the bathroom during a break in the shooting and relieved himself while still wearing the "helmet-cam" that was used to film the game's first-person video scenes. When the game's producers were screening the footage later, they saw this clip and thought it would make a hilarious "Easter egg," even going as far as to record sound effects to go along with the scene.

Naturally, we dug into the Saturn version of *Quarterback Attack* with our sharpest tools, hoping to uncover this long-lost secret. Unfortunately, we couldn't find it; in fact, we're fairly certain that this clip was not included in the Saturn version. However, we did uncover a whole mess of interesting cheats!

At the main menu, press Y, Up, C, C, A; you'll hear an explosion sound to confirm the code. If you start a game, you can now trigger a variety of special functions at the play select screen between each play by highlighting the "Time Out" option and pressing the following buttons:

- Hold Y and press A to see the "good" ending.
- Hold X + Y and press A to see all of the video scenes in the game, one after another. The following button functions are available during this sequence:

L or R—Skip to the next clip

X—Toggle interface graphics on/off

Y—Toggle video on/off

Z—Toggle "pixelvision" on/off

A—Return to game

- Hold X and press A to activate the cheat mode. The following button functions are available while in cheat mode:

Up or Down—Change current yard line

A—Decrease yards to go

X—Increase yards to go

Y—Increase home team score

B—Decrease home team score

Z—Change current down

R—Return to game

Hold the L button to "auto fire" any of the above buttons; for example, if you hold L while pressing Up or Down, you'll scroll through the field more quickly.

- Hold X + C and press A to activate "big cheat" mode. The following button functions are available while in big cheat mode:

p or Down—Change current yard line

A—Change coverage

B—Set the result of the next passing play

C—Set the result of the next running play

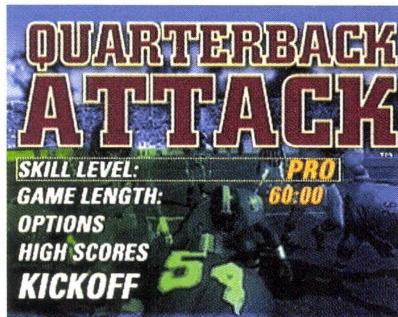
X—Change the pocket

Y—Take time off the clock

Z—Add time to the clock

R—Return to game

Hold the L button to "auto fire" as described above



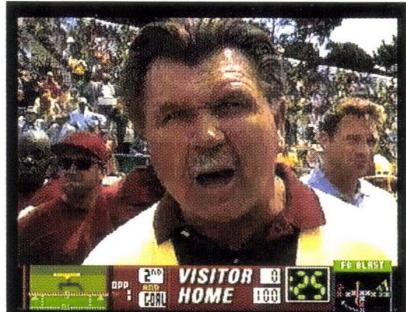
Press Y, Up, C, C, A at the main menu.



Highlight "Time Out" and enter any of the button combinations as described.



Use the cheat modes to completely control the game's parameters.



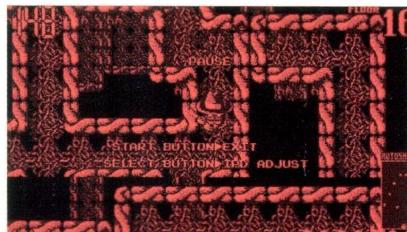
You can even watch all of "Iron Mike" Ditka's video clips!



## Jack Bros.

### View Map

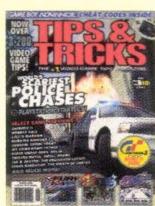
Another quick Virtual Boy cheat, this time courtesy of Jay Oster: Press START to pause *Jack Bros.*, then press Up, Left, Down, Right to complete the map in the corner of the screen. To disable this code, press Up, Right, Down, Left.

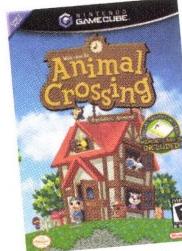


Pause the game, then press Up, Left, Down, Right.



The entire map will be revealed, even if you just started playing the current level.





# Animal Crossing

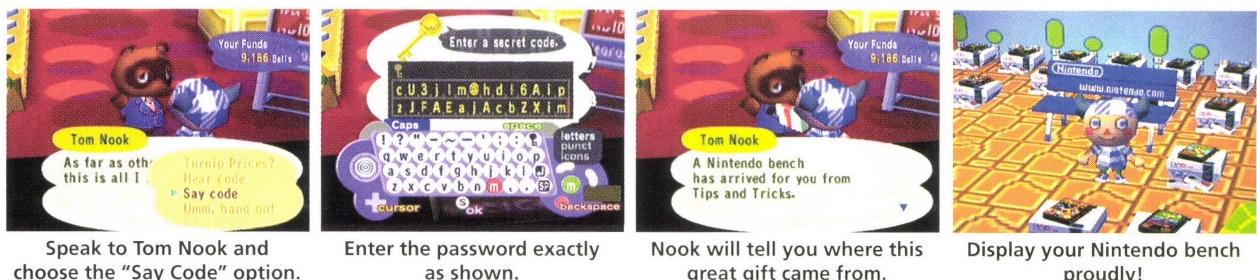
## Secret Password!

As a game experience, *Animal Crossing* is really all about collecting. You wander through the town, digging up fossils and robotic Gyroids, trading items to the animals in exchange for home furnishings, even scavenging in a garbage dump for articles of clothing. The game's biggest challenge is figuring out which items you'll keep and which ones you'll sell or give away. Which ones will you display in your home, and where will you store the rest? If you've had any friends visit your town in the game or simply watch you play, you should know all about the "shock factor" of displaying rare items in your virtual home. If you really want to impress your friends, we've got a very special password that will hook you up with an extremely rare piece of furniture; so rare, in fact, that there is no other known method of obtaining it!

Speak to Tom Nook and choose the "other things" option. At the next menu, select "say code" and enter the following password:

**c U 3 j l m @ h d i 6 A i p  
z J F A E a j A c b Z X i m**

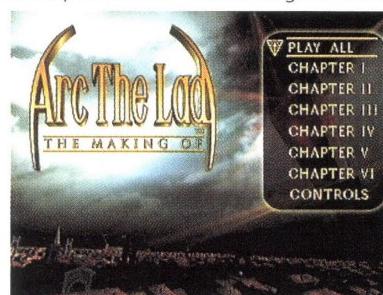
If you've entered the code correctly, Nook will hand over the very rare Nintendo bench! It's a blue bench with the Nintendo logo and the address for Nintendo's web site painted on it. If you're a Nintendo fan, you'll be proud to display the Nintendo bench along with the other Nintendo-related items in your home. Our thanks to Nintendo for providing us with this very special password.



## Arc the Lad Collection

### CD Debug Menu!

Here's a really weird one: Load up the bonus "The Making of Arc the Lad" disc, then—when the menu appears—press **O**, **D**, then **O** seven times, then **D**, then **START**. A menu will appear, showing you the names of all the files and folders in the root directory of the CD. If you change discs, you can refresh the menu by pressing the **START** button...and if you highlight the name of an executable file and press **X**, the PlayStation will run that program. The main program file in most PS one games has a filename that begins with the letters "SLUS" or "SCUS"—but you wouldn't want to execute these files anyway, because doing so will usually just launch the game in question as if it had been loaded normally.

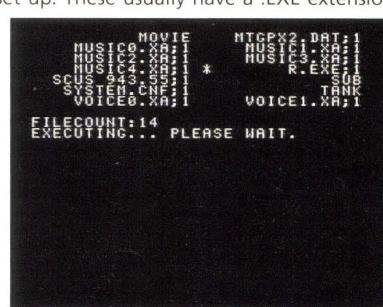


Press **O**, **D**, then **O** seven times, then **D**, then **START**.

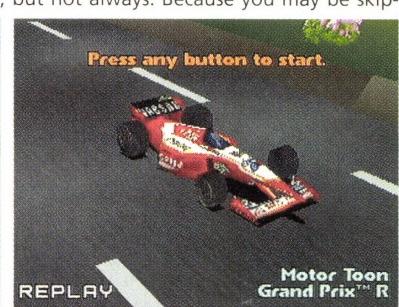
```
* R1.KVD;1 R2.KVD;1
R3.KVD;1 R4.KVD;1
R5.KVD;1 R6.KVD;1
R7.KVD;1 R8.KVD;1
CHAPTER1 STR;1 CHAPTER9 STR;1
CHAPTER2 STR;1 CHAPTER10 STR;1
CHAPTER3 STR;1 CHAPTER11 STR;1
CHAPTER4 STR;1 CHAPTER12 STR;1
CHAPTER5 STR;1 CHECKERS.TIN;1
CHAPTER6 STR;1 CURSOR.TIN;1 FONTS.TIN;1
CHAPTER7 STR;1 FILE9.TIN;1 GMINI.DOC;1
CHAPTER8 STR;1 SLUS 012.56;1 SOUND.VAR;1
SYSTEM.CNF;1 VNUMBERS.TIN;1
VBUTTONS.TIN;1 FILECOUNT:28
```

View the contents of any PS one disc, or press **X** to execute programs.

What's more interesting is looking for executable program modules which are meant to be run from within the main program, usually after certain conditions and variables have been set up. These usually have a .EXE extension, but not always. Because you may be skipping important parts of a game's loading sequence by doing this, executing such files will usually crash the PlayStation and you'll be forced to start over. However, some games have very interesting features which can be accessed this way. Here's one example: Enter the code as described above, remove the "Making of Arc the Lad" disc and insert Motor Toon Grand Prix. Press **START** to view the Motor Toon Grand Prix directory, then execute the "R.EXE" file by highlighting it and pressing **X**. This will take you directly to the hidden "Motor Toon Grand Prix R" mini-game, which is usually unlocked only after beating Motor Toon Grand Prix at the "Expert" difficulty setting.



At the Motor Toon Grand Prix menu, highlight "R.EXE" and press **X**.



You'll access the "Motor Toon Grand Prix R" mini-game.



## Arc the Lad Collection continued

One of the most useful applications for the *Arc the Lad* trick involves *Blasto*, which has a lot of secrets which can only be accessed after completing the game. We didn't try this with a *Blasto* save file on our memory card, so if you still have one, you might want to remove it just to be safe. It's kind of tricky to explain how it all works, so try to follow along: Enter the code as described above, remove the "Making of *Arc the Lad*" disc and insert *Blasto*. Press **START** to view the *Blasto* directory, then highlight the "BABES.EXE" file and press **X**. After a "Loading..." screen, you will be taken to the ultra top-secret "Babe Viewer," which can ordinarily be accessed only by beating the game with all of the babes rescued. The game will occasionally crash before the babes appear; if it does, just start over.

If the babes do appear, you'll notice that they are transparent, and that pressing any button will send you to the game's ending sequence and credits. The good news is that the game now thinks you've beat it, so you have access to all of the cheat codes, which are represented by letters that appear at the main menu when each cheat is turned on (notice that many of the cheats are already active):

B: Play as Evil Blasto Clone—**Up, Down, Up, Down, Left, Right, Up, Down, Right, Left**

O: Always have special weapon—**Up, Up, Down, Down, Right, Up, Right, Down, Left, Left**

S: Never drown—**Down, Down, Down, Left, Right, Down, Right, Up, Right, Right**

C: Tiny Blasto—**Right, Right, Left, Down, Up**

R: All health power-ups give full health—**Up, Right, Right, Left, Down**

U: Start with 300 Tetra-Watt Blaster—**Right, Up, Down, Left, Down, Left, Right, Up, Down, Right**

L: Start with 200 Tetra-Watt Blaster—**Left, Left, Right, Left, Up, Left, Down, Down, Left, Left**

E: Nausea mode—**Left, Down, Left, Right, Down, Right, Left, Up, Up, Right**

S: Disco mode—**Left, Down, Left, Right, Left, Up, Down, Down, Down, Left, Left**

!: Transparent characters and obstacles (no code to toggle this cheat)

The bad news is that there's no known way to turn off the transparency cheat—plus, if you start the game, you'll see that the

controller buttons have been completely remapped, making it impossible to do simple things like jump. (Remember what we said about the variables not being properly set up?)

To straighten out this mess, choose "Options," then select "Controller" and use the "Config" option to reset the buttons to their proper assignments (select "Default"). Back at the main menu, deactivate any of the undesirable cheats by entering the corresponding code as shown above, then play through the game until you reach the first save point. Save the game, then shut the PlayStation off and restart. With a fresh reboot, the "!" cheat will be deactivated and the controller will be set up properly—plus, when the game loads the save file you just created, you'll be able to use any of the cheats and the Babe Viewer will work perfectly.

Here are some other PS one titles with features that can be unlocked using the *Arc the Lad* debug menu trick:

*Alundra*—Load the "END.EXE" file to view the ending, or load the "CLOSING.EXE" file to view the credits

*The Granstream Saga*—Load the "ENDING.EXE" file to view the ending

*Impact Racing*—Load the "3RD.EXE" file to view the ending credits

*Jersey Devil*—Load the "CREDITS.EXE" file to view the ending credits

*NHL Face Off '97*—Load the "STANLEY.EXE" file to view the ending credits

*Rosco McQueen: Firefighter Extreme*—Load the "END.EXE" file to view the ending credits

*Shadow Tower*—Load the "END.EXE" file to view the ending

*WCW vs. the World*—Load the "STAFF.EXE" file to view the ending

*Zero Divide*—Load the "RETURN.EXE" file to play the secret "Tiny Phalanx" mini-game (with Controller 2)

We looked at a lot of different games to find more examples of what can be done with this trick, but we didn't have time to check the entire PS one library of 850+ games. If you mess around with it, please be aware that you'll be toying with your games in a way that's not approved by Sony or anybody else, so don't blame us if you get unpredictable results or if something screwy happens with your memory card.



At the *Blasto* menu, highlight "BABES.EXE" and press **X**.



After a few additional steps, you'll be able to access the Babe Viewer...



...and you'll be able to enter any of the game's cheat codes.



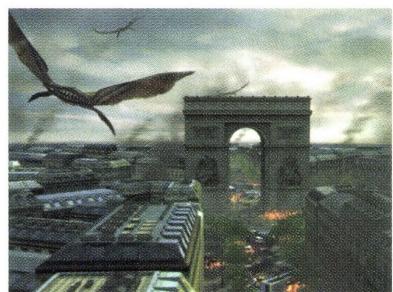
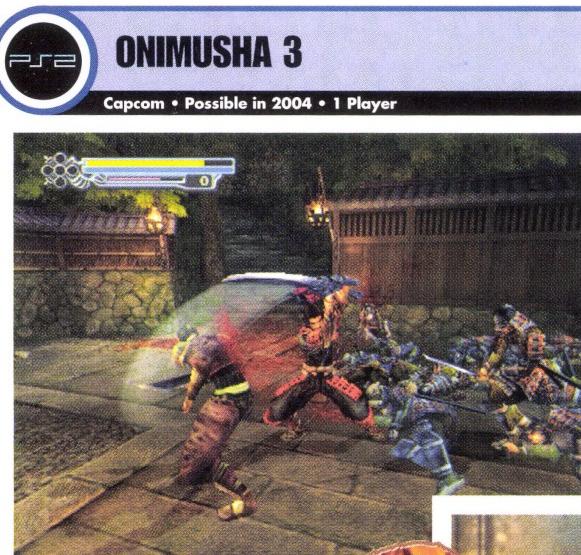


# SELECT GAMES

Hey, you—listen up!  
This isn't your typical  
“review/preview” section.

## The purpose of Select

**Games** is to show you a bunch of games that are out there—or are coming out soon—so YOU can decide which ones you'd like us to cover with in-depth strategy guides in future issues! See that postcard that's stuck between pages 50 and 51? Rip it out and write down the names of the games you're interested in. Drop it in a mailbox; we'll total up the responses and give you the kind of coverage you asked for!



Capcom recently revealed *Onimusha 3*, the next chapter in its epic supernatural samurai series...and shocked us all with the new celebrity appearing in the game. Each of the first two games, *Onimusha: Warlords* and *Onimusha 2: Samurai's Destiny*, featured the likeness of a popular Japanese actor (Takeshi Kaneshiro and Yusaku Matsuda, respectively); unfortunately, the two characters weren't recognized by many people outside Japan. *Onimusha 3*, however, will cast Jean Reno—known for his gruff movie roles like *The Professional* and *La Femme Nikita*—as a modern-day French warrior named Jacques Blanc. Jean Reno may be a strange choice to attract Western audiences, but he is actually a sex symbol of sorts in Japan. (Go figure!) *Onimusha 3* will bring back Samanosuke Akechi (Takeshi Kaneshiro) as he continues to battle Nobunaga's demons in ancient feudal Japan; then, the story will jump ahead to the year 2004 where Nobunaga's demons reappear to terrorize modern-day Paris. Joined by Jacques Blanc, Samanosuke will traverse four centuries of human history to put an end to the Genma demons once and for all. Each character will get a taste of the other character's era as they go back and forth between Japan in 1582 and France in 2004. *Onimusha 3* will use full polygonal backgrounds as opposed to the pre-rendered backgrounds of the first two games. A new “dual hero system” will also be incorporated, but details regarding this new feature are still sketchy. We assume that there will be some kind of character-switching system between Jacques and Samanosuke. *Onimusha 3* is still way down the road and is scheduled to be released sometime next year.





# Select Games

## JAK II

Sony • Fall • 1 Player



Jak and his yapping over-the-shoulder buddy, Daxter, embark on a brand new adventure in *Jak II*. As you can see from the pictures, Jak looks quite a bit older than when we saw him last, while Daxter looks like time has absolutely no effect on him! *Jak II* promises to be "darker" than the comedic exploits of the



last adventure and the gameplay will be more story-driven than simply collecting various artifacts throughout the world. Note the white, kabuki-like image of Jak; this is a dark, "powered-up" version of the main character with a brand new set of moves. We'll definitely find out more later this year when *Jak II* hits the PlayStation 2 in time for the holidays.



**KYAA: DARK LINEAGE**

Atari/Infogrames • Winter • 1 Player



*Kyaa: Dark Lineage* is about a girl who gets thrown into a mysterious world where she must find her lost brother, not to mention a way back home! Kya finds a tribe called the Nativs, who are being oppressed by a pack of wolflike creatures called Wolfens. Apparently, the Wolfens are former Nativs who have been possessed by some kind of evil force and Kya must transform them back to their original, peaceful selves. Freed Nativs will immediately start rebuilding their city, so Kya can start buying new abilities and upgrade her equipment. Kya travels by free-falling from one area to another; she can also slide down tubular tracks or even tame wild animals so she can ride them. *Kyaa: Dark Lineage* has a very unique look and promises to deliver some creative gameplay moments. It's like Little Red Riding Hood going postal!



## BLACK 9

Majesco • Fall • 1-2 Players



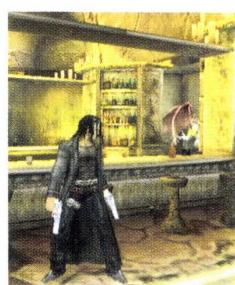
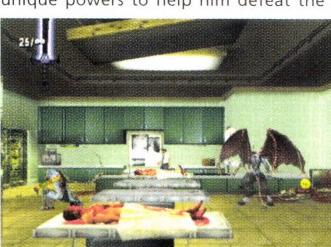
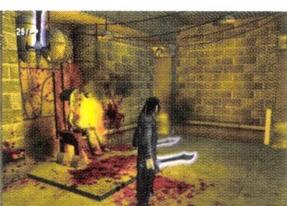
*Black 9* takes place in 2080, when nine different illuminati groups vie for the control of humanity. You play as a rogue mercenary, performing various missions for the different groups while pledging allegiance to none of them. *Black 9* is primarily an action game with RPG-style character development and inventory systems. Players will be able to choose from four different characters representing four separate job classes. The game takes place in a very realized sci-fi universe with a deep geopolitical backdrop that creates a compelling and somewhat ominous world. Players will be able to take the action online via Xbox Live and play several multiplayer challenges with other players. *Black 9* will also be available for the PS2. Keep an eye out for this one!



## THE FOUR HORSEMEN OF THE APOCALYPSE

3DO • Fall • 1 Player

3DO isn't really known for creating gritty, controversial, Mature-rated games, but with *The Four Horsemen of the Apocalypse*, the company is hoping to break into a new audience. This game is definitely not for everyone; the heavy Biblical and eschatological references can be mighty disturbing to some, but absolutely engaging to others. You play as Abaddon, a fallen angel who must take on the four eternal forces of the Apocalypse: Pestilence, War, Famine and Death. Abaddon must seek three humans known as the Chosen and use their unique powers to help him defeat the Four Horsemen. Utter destruction and over-the-top gore are the main focus of *The Four Horsemen of the Apocalypse*. Dismemberment, detailed exit wounds, melting flesh, splattering blood—all the stuff that slaps an "M" rating on the box is in the game. "Horsemen are drawing nearer..."





## MEGA MAN NETWORK TRANSMISSION

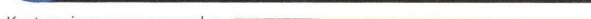
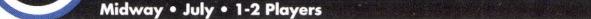
Capcom • June • 1 Player

UPDATE!



Mega Man Network Transmission will mark the first time Mega Man appears on the GameCube. The events in *Mega Man Network Transmission* take place between the two Game Boy Advance games, *Mega Man Battle Network* and *Mega Man Battle Network 2*. After defeating the WWW in the first game, Mega Man still must scour the Net to destroy a lingering virus known as Zero Virus. The game utilizes the same power chip system from the GBA games, but *Transmission* is primarily a side-scrolling action/platform game as opposed to the RPG-influenced GBA series.

Early reports about *Transmission* suggested that the game would connect to the GBA games using the link cable, but unfortunately that feature has been scrapped. Either way, fans of the *Mega Man Battle Network* series should definitely give this one a spin.





# Select Games



## MEDAL OF HONOR: RISING SUN

EA • Fall • 1-2 Players



After numerous campaigns fighting Germans on the European front, EA's *Medal of Honor* series finally turns to the Pacific Theater of Operations in *Medal of Honor: Rising Sun*. The game starts you off as a Marine trying to survive the surprise attack on Pearl Harbor by the Japanese. From there you lead the assault on Guadalcanal and finally you rescue your brother from a Japanese POW camp in the Philippines. Unlike the urban warfare of previous games in the *Medal of Honor* series, *Rising Sun* puts you in the midst of the confusing Island Hopping Campaign where battles were fought in thick, humid jungles. A new two-player co-op mode will be available, so you can team up with a friend and take on the Imperial Army together. *Medal of Honor: Rising Sun* is currently being planned as a two-part series, with the first game arriving sometime in November.



## MIDTOWN MADNESS 3

UPDATE!

Microsoft • June • 1-2 Players



If you're a native of Paris or Washington D.C., then this game is for you! *Midtown Madness 3* is a driving game that features fully detailed maps of both cities. The developers of the game, Digital Illusions, studied the real-life locations in great detail and attempted to include every street corner, alley, intersection and discernable landmark into the game! Players will get to choose from a number of fashionable urban rides, like the PT Cruiser, Hummer H2, Mini Cooper S, Lotus Esprit Turbo and more. The single-player mode will have you racing around

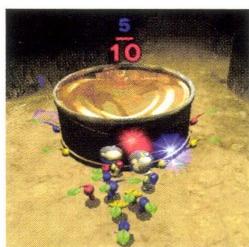
the streets in various challenges, like delivering pizzas, chauffeuring gangsters, hauling garbage and other missions to familiarize yourself with the neighborhood. You can then challenge others online via Xbox Live in four different race modes to see who has the ultimate Thomas Guide in their head! Sorry, but only Freedom Fries are served in Washington D.C.!



## PIKMIN 2

Nintendo • Possible in 2003 • 1-2 Players

Captain Olimar and his little flower people make their return in *Pikmin 2*. There isn't too much information on this game at the moment, but it looks like the biggest addition to this quirky cult favorite is a new two-player mode. The taller space cadet with the dog-like face is Captain Loopy, but that's all we know so far. Will players compete to see who can rebuild their spaceship the fastest? Will Loopy appear in the single-player game? Nothing is clear at this time, but the fact that *Pikmin 2* is in the works is great news for fans of the adorable flower creatures. We'll definitely keep you up to date as we learn more about this unique sequel.



## ARC THE LAD: TWILIGHT OF THE SPIRITS

Sony • June • 1 Player



*Arc the Lad: Twilight of the Spirits* is a continuation of the *Arc the Lad* saga which was released for the PS one by Working Designs as *Arc the Lad Collection*. The series has taken a huge turn on the PlayStation 2, with stunning graphics and an intuitive turn-based battle system. The game lets you experience two different stories from the perspective of two brothers separated at birth: Kharg and Darc. The brothers are both half human and half Deimos (a barbaric demon race), but Kharg appears to be more human while Darc possesses more Deimos attributes. As you



weave in and out of the two stories, you will learn the hardships that each brother faces...but eventually the two will join forces to try to bring peace between the humans and Deimos. Of course, there are plenty of humans and Deimos that reject such a union and will try to stop the two brothers at any cost. *Arc the Lad: Twilight of the Spirits* is a solid RPG with eye-catching graphics and should do more than quench the thirst of RPG fans as they wait for *Final Fantasy X-2*.

GAME BOY  
ADVANCE

## DRAGON BALL Z: THE LEGACY OF GOKU II

Atari/Infogrames • June • 1 Player



The Ki-blasting warriors are back for another round in *Dragon Ball Z: The Legacy of Goku II* for the GBA! Take on the roles of Trunks, Piccolo, Vegeta, Gohan and Goku as they prepare to battle the mighty Cell. The game is said to be almost four times longer than the first game, so get ready to log some serious hours on your GBA! *The Legacy of Goku II* follows the events of the show from the Trunks Saga to Cell Games. Players will need to train, fight and complete numerous quests before the ultimate battle with Cell.



GAME BOY  
ADVANCE

## SPACE CHANNEL 5: ULALA'S COSMIC ATTACK

THQ • June • 1-2 Players



Get your groove on with Ulala in *Space Channel 5: Ulala's Cosmic Attack*! The dancing reporter scoops the story on a Morolian invasion as the aliens zap innocent civilians into a hypnotic dance trance. The pink-haired, strutting diva must go head-to-head with the Morolians by busting out wicked dance moves to snap the zoned captives out of the alien spell. The environments in the game are based on the same levels in *Space Channel 5* for the Dreamcast with futuristic, retro-style decor. Shagadelic, baby! A two-player mode is also included, you and a friend can get your groove on together.



GAME BOY  
ADVANCE

## DEMIKIDS: LIGHT AND DARK

Atari • Summer • 1-2 Players



*Demikids* is a battling/collecting game that will come in two different versions: *Light* and *Dark*. Jin (the main character of the *Light* version) and Akira (*Dark* version) are sixth-grade students who are members of the secret "Mystery Club," a group of friends interested in the supernatural. They accidentally summon a demon into the school library and open up a portal to another world! Now it's up to them to correct their blunder! Over 350 demons can be collected and traded between the *Light* and *Dark* versions. Demons can even be fused together to create stronger, more powerful demons. *Demikids* is a spin-off of the *Shin Megami Tensei* games, an immensely popular RPG series in Japan.

GAME BOY  
ADVANCE

## RADIUM

Telegames • Summer • 1 Player



Now that developers are getting more familiar with the Game Boy Advance hardware, we're really starting to see some GBA games that look less like recycled Super NES titles and



more like first-generation PlayStation games. *Radium* is a futuristic third-person action game with a female lead character and 3-D environments that may remind you of *Tomb Raider*. The game's four different

worlds encompass a total of 16 levels, with a variety of weapons, bonuses and upgrades to discover. *Radium* was developed in the Netherlands by Karma Studios, which has produced several Europe-only Game Boy Color and Game Boy Advance games.

# GAME TRACK!

Your handy resource guide for tracking upcoming game releases. Keep in mind that there is no such thing as a "sure thing"; all release dates are subject to change.\*

## PLAYSTATION

### JUNE

Motocross Mania 2 (Gotham)  
SUV Mania (Gotham)

### AUGUST

Madden NFL 2004 (EA Sports)  
ATV Mania (Gotham)

### OCTOBER

Celebrity Deathmatch (Rockstar)

## PLAYSTATION 2

### JUNE

Arc the Lad: Twilight of the Spirits (Sony)  
Big Mutha Truckers (THQ)  
Charlie's Angels (Ubi Soft)  
Dungeons & Dragons: Heroes (Infogrames)  
F1 Career Challenge (EA Sports)  
Freestyle Metal X (Midway)  
Gio Gio's Bizarre Adventure (Capcom)  
Grooverider: Slot Car Thunder (Encore)  
Gunfighter 2: Return of Jesse James (Ubi Soft)  
Ice Nine (BAM!)  
Indiana Jones & the Emperor's Tomb (LucasArts)  
The Italian Job (Eidos)  
Jacked (3DO)  
Kengo 2 (Ubi Soft)  
Mace Griffin: Bounty Hunter (Vivendi/Universal)  
Magic Pengel: The Quest for Color (Agetec)  
Reel Fishing III (Natsume)  
Resident Evil: Dead Aim (Capcom)  
Summer Heat Beach Volleyball (Acclaim)  
SX Superstar (Acclaim)  
Wakeboarding Unleashed (Activision)

### JULY

Ape Escape 2 (Ubi Soft)  
Chaos Legion (Capcom)  
Downhill Domination (Sony)  
Dragon's Lair 3D (Encore)  
Freaky Flyers (Midway)  
Fugitive Hunter (Infogrames)  
The Great Escape (Gotham)  
K-1 World Grand Prix (Konami)  
Lara Croft: Tomb Raider—The Angel of Darkness (Eidos)  
NCAA Football 2004 (EA Sports)  
Robocop (Titus)  
Silent Line: Armored Core (Agetec)  
Splashdown 2 (THQ)  
Street Racing Syndicate (3DO)  
Unlimited Saga (Square)  
XGRA (Acclaim)

### AUGUST

Alter Echo (THQ)  
Backyard Wrestling (Eidos)  
Crouching Tiger, Hidden Dragon (Ubi Soft)  
Gladius (LucasArts)  
.hack Vol. 3: Outbreak (Bandai)  
Hunter: The Reckoning—Wayward (Vivendi/Universal)  
Ice Nine (BAM!)  
The Lost (Crave)  
Madden NFL 2004 (EA Sports)  
Micro Mayhem (Jaleco)  
Mission Impossible: Operation Surma (Infogrames)  
Moto-X (Konami)  
NCAA Gamebreaker 2004 (Sony)  
NFL GameDay 2004 (Sony)  
Pitfall Harry (Activision)  
RPG Maker 2 (Agetec)  
Soul Calibur II (Namco)

Shaun Palmer's Pro Snowboarder 2 (Activision)  
Silent Hill 3 (Konami)

Travis Pastrana's Pro MotoX (Activision)

### SEPTEMBER

Alias (Acclaim)  
Armada 2: Star Command (Metro 3D)  
Celebrity Deathmatch (Rockstar)  
Daredevil (Encore)  
Disney's Extreme Skate (Activision)  
E.T.: Return to the Green Planet (New Kid Co.)  
Freedom: Battle for Liberty Island (EA)  
Gladiator: Sword of Vengeance (Acclaim)  
Highway to Hell (Midway)  
The Hobbit (Vivendi/Universal)  
Jak II (Sony)  
Jeopardy! 2003 (Infogrames)  
NFL Blitz: Pro (Midway)  
NHL Hitz: Pro (Midway)  
Nickelodeon Party Blast (Infogrames)  
Risk (Infogrames)  
Scooby Doo! (THQ)  
Sphinx (THQ)  
Star Trek: Shattered Universe (TDK)  
True Crime: Streets of L.A. (Activision)  
Wallace and Gromit (BAM!)  
Warhammer 40K Fire Warrior (THQ)  
Wheel of Fortune 2003 (Infogrames)  
World Championship Pool (Jaleco)  
X-Files: Resist or Serve (Vivendi/Universal)  
XIII (Ubi Soft)

## XBOX

### JUNE

Big Mutha Truckers (THQ)  
Crimson Skies: High Road to Revenge (Microsoft)  
Dakar 2 (Acclaim)  
Deus Ex 2: Invisible War (Eidos)

Dinotopia (TDK)

Dronez (Metro 3D)

Dungeons & Dragons: Heroes (Infogrames)

Feestyle Metal X (Midway)

Group S Challenge (Capcom)

IndyCar Series (Codemasters)

The Italian Job (Eidos)

Jacked (3DO)

NCAA Football 2004 (EA Sports)

Mace Griffin: Bounty Hunter (Vivendi/Universal)

Midnight Club II (Rockstar)

Midtown Madness 3 (Microsoft)

Operation Flashpoint (Infogrames)

Outlaw Volleyball: Spike or Die (Simon & Schuster)

The Pirates of the Caribbean (Bethesda)

Soldier of Fortune II: Double Helix (Activision)

Street Racing Syndicate (3DO)

Summer Heat Beach Volleyball (Acclaim)

SX Superstar (Acclaim)

Top Angler (Xicat)

Wakeboarding Unleashed (Activision)

X-Files: Resist or Serve (Vivendi/Universal)

### JULY

Freaky Flyers (Midway)

The Great Escape (Gotham)

Shayde: Monsters vs. Humans (Metro 3D)

Star Wars: Knights of the Old Republic (LucasArts)

Tom Clancy's Ghost Recon: Island Thunder (Ubi Soft)

XGRA (Acclaim)

### AUGUST

Alter Echo (THQ)

Backyard Wrestling (Eidos)

Daredevil (Encore)

Dino Crisis 3 (Capcom)

Fuel (Dreamcatcher)

Gladius (LucasArts)

Grooverider: Slot Car Thunder (Encore)

The Last Ninja: The Return (Simon & Schuster)

Loose Cannon 1 (Ubi Soft)

Madden NFL 2004 (EA Sports)

Micro Mayhem (Jaleco)

Mission Impossible: Operation Surma (Infogrames)

Pitfall Harry (Activision)

Shaun Palmer's Pro Snowboarder 2 (Activision)

Soul Calibur II (Namco)

Starsky & Hutch (Empire)

Travis Pastrana's Pro MotoX (Activision)

### SEPTEMBER

Alias (Acclaim)

Celebrity Deathmatch (Rockstar)

Freedom: Battle for Liberty Island (EA)

Gladiator: Sword of Vengeance (Acclaim)

Highway to Hell (Midway)

The Hobbit (Vivendi/Universal)

Malice (Vivendi/Universal)

Moto-X (Konami)

NFL Blitz: Pro (Midway)

NHL Hitz: Pro (Midway)

Ninja Gaiden (Tecmo)

Scooby Doo! (THQ)

A Sound of Thunder (BAM!)

Tom Clancy's Rainbow Six: Raven Shield (Ubi Soft)

True Crime: Streets of L.A. (Activision)

Wallace and Gromit (BAM!)

World Championship Pool (Jaleco)

WWE Raw 2 (THQ)

XIII (Ubi Soft)

Xtreme Beach Soccer (Dreamcatcher)

## GAMECUBE

### JUNE

Army Men RTS (3DO)

Charlie's Angels (Ubi Soft)

Chessmaster (Ubi Soft)

Cubix: Robots for Everyone: Showdown (3DO)

Dakar 2 (Acclaim)

Dungeons & Dragons: Heroes (Infogrames)

Freestyle Metal X (Midway)

Grooverider: Slot Car Thunder (Encore)

Jacked (3DO)

Mace Griffin: Bounty Hunter (Vivendi/Universal)

Mega Man Network Transmission (Capcom)

Sonic Adventure DX (Sega)

Street Racing Syndicate (3DO)

SX Superstar (Acclaim)

Ultimate Muscle (Bandai)

Wario World (Nintendo)

### JULY

1080 White Storm (Nintendo)

Freaky Flyers (Midway)

Mario Golf (Nintendo)

NCAA Football 2004 (EA Sports)

Rally Championship (Encore)

XGRA (Acclaim)

### AUGUST

Crouching Tiger, Hidden Dragon (Ubi Soft)

Dragonball Z: Budokai (Infogrames)

F-Zero (Nintendo)

Gladius (LucasArts)

The Italian Job (Eidos)

Madden NFL 2004 (EA Sports)

The Powerpuff Girls (BAM!)

Soul Calibur II (Namco)

WWE Wrestlemania XIX (THQ)

### SEPTEMBER

Armada 2: Star Command (Metro 3D)

Celebrity Deathmatch (Rockstar)

Disney's Extreme Skate (Activision)

Harvest Moon: A Wonderful Life (Natsume)

Highway to Hell (Midway)

The Hobbit (Vivendi/Universal)

NFL Blitz: Pro (Midway)

NHL Hitz: Pro (Midway)

P.N. 03 (Capcom)

Scooby Doo! (THQ)

Sphinx (THQ)

True Crime: Streets of L.A. (Activision)

Wallace & Gromit (BAM!)

XIII (Ubi Soft)

## GAME BOY ADVANCE

### JUNE

Advance Wars 2: Black Hole Rising (Nintendo)

Donkey Kong Country (Nintendo)

Dragon Ball Z: The Legacy of Goku II—Future Shock (Infogrames)

Freekstyle (Destination Software)

Jet Grind Radio (THQ)

The King of Fighters EX2: Howling Blood (Acclaim)

Mega Man Battle Network 3 Blue (Capcom)

Mega Man Battle Network 3 White (Capcom)

Need for Speed: Porsche Unleashed (Destination Software)

The Recruit (BAM!)

Road Rash: Jailbreak (Destination Software)

Rock 'n' Roll Racing (Vivendi/Universal)

The Simpsons: Road Rage (THQ)

Space Channel 5: Ulala's Cosmic Attack (THQ)

Stuntman (Infogrames)

Ultimate Muscle (Bandai)

Wakeboarding Unleashed (Activision)

Worms Blast (Ubi Soft)

### JULY

Baldur's Gate: Dark Alliance (Destination Software)

Monster Truck Madness (THQ)

Oddworld: Munch's Oddysee (THQ)

Pirates of the Caribbean (TDK)

Rocket Power: Gravity Zone (THQ)

Spy Kids 3 (Disney Interactive)

Top Gear Rally (Kemco)

Woody Woodpecker: Crazy Castle 5 (Kemco)

### AUGUST

Crouching Tiger, Hidden Dragon (Ubi Soft)

Ice Nine (BAM!)

Madden NFL 2004 (EA Sports)

Mortal Kombat: Deadly Revenge (Midway)

Sim City (Destination Software)

### SEPTEMBER

Barbie Horse Adventure (Knowledge Adventure)

Blackthorne (Vivendi/Universal)

Disney's Extreme Skate (Activision)

Harvest Moon: Friends of Mineral Town (Natsume)

The Hobbit (Vivendi/Universal)

Lizzie McGuire (Disney Interactive)

Polly Pocket (Knowledge Adventure)

Scooby Doo! 3 (THQ)

A Sound of Thunder (BAM!)

Static Shock (Midway)

Super Duper Sumos (Midway)







Certain women follow you—O, X, L1, L1, R2, X, X, O, □ (Note: As your stats increase and you earn more money and better clothes, you will attract a wider variety of women)

Gangsters at the properties you own are women in bikinis with guns—Right, L1, O, L2, Left, X, R1, L1, L1, X

All cars explode—R2, L2, R1, L1, L2, R2, □, □, O, □, L2, L1

More aggressive drivers—R2, O, R1, L2, Left, R1, L1, R2, L2

Invisible vehicles—△, L1, △, R2, □, L1, L1

Increase tire size for certain sports cars—R1, X, △, Right, R2, □, Up, Down, □ (Note: This code can be entered repeatedly to increase its effects, but it will not register again unless you reload a saved game or completely restart a new game)

All randomly-colored vehicles are black—O, L2, Up, R1, Left, X, R1, L1, Left, O

All randomly-colored vehicles are pink—O, L1, Down, L2, Left, X, R1, L1, Right, O

Cars can fly for short distances—Right, R2, O, R1, L2, Down, L1, R1

Better vehicle handling—△, R1, R1, Left, R1, L1, R2, L1 (with this code in place, press L3 to make your vehicle jump)

Cars can drive over water—Right, R2, O, R1, L2, □, R1, R2

Play as Lance Vance—O, L2, Left, X, R1, L1, X, L1

Play as Candy Suxxx—O, R2, Down, R1, Left, Right, R1, L1, X, L2

Play as Ken Rosenberg—Right, L1, Up, L2, L1, Right, R1, L1, X, R1

Play as Hilary King—R1, O, R2, L1, Right, R1, L1, X, R2

Play as Jezz Torrent—Down, L1, Down, L2, Left, X, R1, L1, X, X

Play as Phil Cassidy—Right, R1, Up, R2, L1, Right, R1, L1, Right, O

Play as Sonny Forelli—O, L1, O, L2, Left, X, R1, L1, X, X

Play as Mercedes—R2, L1, Up, L1, Right, R1, Right, Up, O, □

Play as Dick—R1, L2, R2, L1, Right, R2, Left, X, □, L1

Play as Ricardo Diaz—L1, L2, R1, R2, Down, L1, R2, L2

Play as a pedestrian—Right, Right, Left, Up, L1, L2, Left, Up, Down, Right (enter this code repeatedly to change into different characters. Note: This code may not work unless Tommy is wearing his default "street" clothes when you enter it)

Blooding Banger #1 appears—Down, R1, O, L2, L2, X, R1, L1, Left, Left

Blooding Banger #2 appears—Up, Right, Right, L1, Right, Up, □, L2

Hotring Racer #1 appears—R1, O, R2, Right, L1, L2, X, X, □, R1

Hotring Racer #2 appears—R2, L1, O, Right, L1, R1, Right, Up, O, R2

Sabre Turbo appears—Right, L2, Down, L2, L2, X, R1, L1, O, Left

Romero's Hearse appears—Down, R2, Down, R1, L2, Left, R1, L1, Left, Right

Love Fist limousine appears—R2, Up, L2, Left, R1, L1, O, Right

Caddy appears—O, L1, Up, R1, L2, X, R1, L1, O, X

Trashmaster appears—O, R1, O, R1, Left, Left, R1, L1, O, Right

Rhino tank appears—O, O, L1, O, O, O, L1, L2, R1, □, O, □

Clear weather—R2, X, L1, L1, L2, L2, L2, Down

Cloudy weather—R2, X, L1, L1, L2, L2, L2, △

Overcast sky—R2, X, L1, L1, L2, L2, L2, □

Rain—R2, X, L1, L1, L2, L2, L2, O

Fog—R2, X, L1, L1, L2, L2, L2, X

#### GRAVITY GAMES BIKE: STREET • VERT • DIRT

*Unlock Everything*

Select "Options" from the main menu, then select "Cheat Codes" and enter the code "LOTACRAP" to unlock all characters, levels, bikes and videos.

#### GUILTY GEAR X

*Unlock Dizzy & Testament*

At the title screen, when the words "Press Start" appear, press Down, Right, Right, Up, START.

#### HIGH HEAT MAJOR LEAGUE BASEBALL 2004

*Secret "Game Edit" Menu*

During a game while a player is up to bat, press START to pause. When the pause menu appears, press □, □, O, O, L1, R1. With this code in place, you can call up a cheat menu by pressing L1 + R1 at the pause menu. Here you can adjust many of the game's parameters, including the score, the inning and the number of balls, strikes or outs.

#### HITMAN 2: SILENT ASSASSIN

*Cheat Codes*

Enter any of the following codes at any time during gameplay. You'll receive special confirmation after entering a correct code.

Level skip—R2, L2, Up, Down, X, L3, O, X, O, □

Hitman full heal—R2, L2, Up, Down, X, Up, Down

Lethal Charge on—R2, L2, Up, Down, X, R1, R1

Megaforce—R2, L2, Up, Down, X, R2, R2

Gravity off—R2, L2, Up, Down, X, L2, L2

Bomb on—R2, L2, Up, Down, X, Up, L1

Nailgun on—R2, L2, Up, Down, X, L1, L1

Slo mo on—R2, L2, Up, Down, X, Up, L2

Play as Tiki God—(888) 555-4506

Play as Tony Hawk—(323) 555-9787

Play as Travis Pastrana—(800) 555-6292

Play as Freak—(310) 555-6217

#### JEREMY MCGRATH SUPERCROSS WORLD

*Secret Codes*

Enter the following codes at the main menu.

After entering each one correctly, you'll see a text message appear briefly at the bottom left corner of the screen.

Low gravity—R2, L1, □, O, O, □

Infinite turbo—Up, Up, Up, Up, R1, □, O

**JONNY MOSELEY MAD TRIX**

*Unlock All Characters, Costumes, Skis and Courses*

At the title screen, hold L2 + L3 + R1 + Down + □ and press O. (L3 is activated by pushing the left analog stick into the controller.) You

won't get any special confirmation after entering it correctly, so you'll have to enter the character-select screen in order to verify the results.

#### JURASSIC PARK: OPERATION GENESIS

*Secret Codes*

Enter any of the following codes during gameplay while nothing is selected and no menus are open:

A twister is coming!—Left, Up, Right, Down, L1, R1

Increase park budget by \$10,000—Up, L1, Down, L1

Increase park budget by \$250,000—L1, Right, Right, L1, R1, Down

Park budget drops to \$0—L1, R1, L1, R1, Down, Down

All research completed—Down, Down, Down, Left, Right, L1, Down, Up

All dinosaurs in your park are given 100% DNA—R1, Up, R1, Right, L1, Down

All dinosaurs in your park are about to die!—L1, R1, Down, R1, L1

All dinosaurs will contract a disease—Down, Up, Down, Left, R1, R1, R1

All dinosaur DNA at 55%—R1, Up, L1, Down

All carnivores become stressed—L1, L1, L1, Left, Left, Left

All fences are deleted—Up, R1, Down, L1, Left, Left

All roads are deleted—Right, Right, R1, R1, L1, Down

Visitor fatalities cost you nothing—R1, Left, Down, Down, Down, Down

All visitors leave your park—L1, R1, L1, Right, Down, R1

All visitors in your park get 100% satisfaction—R1, Down, L1, Up, Up, Up

All visitors die—Left, Right, Left, Right, R1

Increase your park rating by one star—Right, L1, Up, L1, L1, Down

Increase your park rating to three stars—L1, R1, Down, Down, L1, Right

Fossil market event occurs—Down, L1, R1, Down

Unlock all fossil hunt regions—Left, Down, Right, Up, L1, R1, L1, R1

Crash all balloons and safari rides—R1, L1, Up, Down, Up, Down

Unlock Missions—R1, Right, Right, Right, Right, R1

Weather is always sunny—R1, R1, Right, Left, Up

It's always raining—R1, L1, R1, Down, Up, Down

Weather is always a heatwave—Down, R1, Down, R1, Down, R1

No twisters for the rest of the game—L1, R1, Left, Right, L1, R1

Toggle gun on jeep rather than camera—L1, R1, Left, Down, Right, Right

All dinosaurs are given skeleton textures—R1, R1, R1, L1, Right

All fences upgraded to high security fences—L1, Left, Left, R1, R1, Right

All fences downgraded to low security fences—Down, Down, Left, Right, L1, L1, Up

Your park is free from disease—Up, Up, R1, L1, Up

No dinosaurs become stressed—L1, Left, Up, Left, L1

The remaining codes can be entered the same way, but they will not work until you have unlocked the "Secret Codes" option, which appears as a gold ring on the right side of the game's map screen. You must first beat the Helm's Deep: Hornburg Courtyard stage and reach Level 10 with any character; this will unlock the Secret Mission for that character. After beating the Secret Mission, the Secret Mission: Play as Secret Character option will

#### KELLY SLATER'S PRO SURFER

*Cheat Codes*

Select the "Cheats" option from the Extras menu and enter any of the following numerical codes:

All Boards—(619) 555-4141

All Levels—(328) 555-4497

All Suits—(702) 555-2918

All Surfers—(949) 555-6799

All Tricks—(626) 555-6043

1st Person Mode—(877) 555-3825

High Jumps—(217) 555-0217

Max Stats—(212) 555-1776

Trippy Graphics—(818) 555-1447

Perfect Balance—(213) 555-5721

Mega Cheat—(714) 555-8092

Play as Tiki God—(888) 555-4506

Play as Tony Hawk—(323) 555-9787

Play as Travis Pastrana—(800) 555-6292

Play as Freak—(310) 555-6217

Play as Asuka—(310) 555-6217

Play as Kelly Slater—(310) 555-6217

Play as Brian Keaulana—(310) 555-6217

Play as Matt Kean—(310) 555-6217

Play as Brian Keaulana—(310) 555-6217



4-1-5-Up—Infinite turbo  
 4-2-1-Up—Power-up defense  
 4-1-2-Up—Power-up offense  
 5-2-1-Up—Power-up linemen  
 0-3-2-Left—Fast running speed  
 2-4-0-Left—Fast passes  
 0-5-4-Up—Super blitzing  
 1-2-3-Left—Super field goals  
 3-1-4-Down—Smart CPU teammates  
 3-3-3-Down—Extra plays for offense  
 0-0-1-Right—Extra time after plays  
 3-2-5-Up—Noflate  
 2-0-0-Right—Big head  
 2-0-3-Right—Team big heads  
 1-4-5-Left—Huge head  
 0-2-5-Left—Big Feet  
 0-2-5-Up—Chimp mode  
 0-2-5-Right—Power Loader (big shoulders)  
 2-5-3-Right—Team: Midway  
 2-5-4-Up—Team: Rollers  
 3-4-4-Down—Team: NeoTokyo  
 1-3-5-Left—Team: Cowboys  
 4-0-3-Right—Team: Crunch Mode  
 4-3-2-Down—Team: Brew Dawgs  
 5-4-3-Right—Team: Armageddon  
 5-0-1-Up—Team: Gsmers  
 3-1-0-Up—Team: Bilders  
 2-3-2-Down—Ground fog on  
 1-2-3-Right—Weather: Clear  
 5-5-5-Right—Weather: Rain  
 5-5-5-Left—Weather: Snow  
 0-3-3-Right—Central Park stadium  
 0-3-4-Down—Arctic Station stadium  
 0-3-5-Up—Training Grounds stadium  
 0-3-0-Left—Classic ball  
 0-3-0-Down—Chrome ball  
 2-1-1-Left—Allow stepping out of bounds  
 3-4-5-Up—Butter Fingaz  
 3-5-1-Right—Showtime (unlock all movies)  
 0-1-2-Down—No CPU assistance (teams must agree)  
 0-2-1-Right—See more field (teams must agree)  
 1-1-1-Down—Tournament Mode (in two-player game)  
 2-2-2-Left—Always QB (two humans per team)  
 2-2-2-Right—Always receiver (two humans per team)  
 3-2-1-Down—No highlight target on receiver  
 3-4-0-Right—Hide audible names  
 3-5-5-Up—No interceptions  
 5-2-3-Down—No random fumbles (teams must agree)  
 1-4-1-Up—No punting  
 2-1-0-Up—No first downs  
 5-5-4-Right—No replays  
**Secret Characters**  
 From the main menu, select "Exhibition." When you reach the prompt that asks if you want to enter your name for record keeping, select "YES." Enter any of the names and pin numbers below to play as a secret character.  
 ZEMAN—1986  
 DEER—1997  
 COWBOY—1996  
 ROBOTS—1970  
 ROBOTR—1974  
 CLOWN—1974  
 DOLPHIN—1972  
 RBL-DBN—9669  
 VIKING—1977  
 BEAR—1985  
 EAGLE—1981  
 HORSE—1999  
 LION—1963  
 PINTO—1966  
 PIRATE—2001  
 RAM—2000  
 TIGER—1977  
 MADISON—1220  
 NINJA—2002  
 KNIGHT—1328  
 HOTDOG—1513  
 APE—1234  
 ZOMBIE—1965  
 BISON—1111  
 PENGUIN—2002  
 PATRIOT—2002

## NHL 2001

### Hidden Players

At the main menu, select "Game Settings," then select "Rosters," then "Create Player." Next, select "Create Player" again. Under "General Information," change this new player's first and last names to any of the names below. If you entered the name correctly, a prompt will appear asking if you would like to create a new player like the one that already exists in the database. At this prompt, press X and you'll find that all of the stats and information will be already filled in. Many of these hidden players have much better attributes than you would be provided

normally by just creating any new player.  
 ED BELFOUR ROB BLAKE  
 PAVEL BURE PETER FORSBERG  
 DOMINIK HASEK JAROMIR JAGR  
 OLAF KOLZIG NICKLAS LIDSTROM  
 OWEN NOLAN SANDIS OZOLINSH  
 CHRIS PRONGER DALE PURINTON  
 PATRICK ROY GARTH SNOW  
 KEITH TKACHUK TERRY VIRTUE  
 JOHAN WITEHALL STEVE YZERMAN  
 JEAN-FRANCOIS LABBE

## NHL 2003

### Waiver Draft

Enter the following NHL players' names in the "First Name" and "Last Name" columns in the Create Player option. After entering the name, a message will appear stating that the player is in the database and you'll be asked to confirm if you would like to create a player like him. Answer "Yes" and the player will become available in the Waivers roster.

Adam Hall  
 Alfie Michaud  
 Barry Richter  
 Ben Simon  
 Blake Bellefeuille  
 Brad Moran  
 Brian Sutherland  
 Chris Ferraro  
 Corey Hirsch  
 Dave Morisset  
 David Nemirovsky  
 Derek Mackenzie  
 Eric Fichaud  
 Evgeny Konstantinov  
 Greg Crozier  
 Greg Pankevitz  
 Guy Hebert  
 Ivan Huml  
 Jakub Cutta  
 Jason LaBarbera  
 Jason Zent  
 Johan Witehall  
 Jay Whitmore  
 Larry Murphy  
 Mark Fitzpatrick  
 Marquis Mathieu  
 Martin Brochu  
 Matt Herr  
 Matt Higgins  
 Michel Larocque  
 Raffi Torres  
 Rene Corbet  
 Rich Parent  
 Rick Tabaracci  
 Sascha Goc  
 Scott Fankouser  
 Ty Jones  
 Xavier Delisle

## NHL HITZ 20-02

### Secret Cheats

At the versus screen just before the game starts—while the announcer is saying "Tonight, from..." etc.—enter the following codes by pressing □, △ and ○ the number of times indicated, followed by a direction on the D-pad. For example, to enter the "Snow" code (1-2-1-Left), press □ once, △ two times and ○ once, then press Left on the D-pad. A message will appear to confirm each code.

3-3-3-Right—Input more codes  
 0-1-0-Down—Ignore last code  
 4-1-3-Right—Infinite Turbo  
 1-4-1-Left—Rain  
 1-2-1-Left—Snow  
 1-2-1-Up—Big puck  
 3-2-1-Up—Huge puck  
 2-1-2-Left—Bulldozer puck  
 1-3-3-Left—Hockey ball  
 1-3-2-Down—Tennis ball  
 2-0-0-Right—Big head player  
 3-0-0-Right—Huge head player  
 2-2-0-Left—Big head team  
 3-3-0-Left—Huge head team  
 4-2-3-Right—Pinball boards  
 0-1-2-Right—Domino effect  
 2-3-4-Down—Always big hits  
 1-0-4-Right—Hit time  
 1-0-1-Down—Late hits  
 2-1-0-Right—No crowd  
 1-1-1-Down—No put out of play  
 2-1-3-Left—No one-timers  
 4-2-4-Down—No fake shots  
 2-0-1-Up—Show Hot Spot  
 1-0-1-Up—Show shot speed  
 0-0-2-Up—Turbo boost  
 2-0-2-Left—Win fights for goals  
 3-2-3-Left—First to seven wins

## ONI

### Cheat Codes

At any time during gameplay, press SELECT to enter the data menu. Next, move the cursor

to "Help." Now enter any of the following codes, then press SELECT again to return to the game. You'll hear a special sound effect after entering a correct code. All codes are deactivated when you die or start a new level. Note: The L3 and R3 buttons are triggered by pushing the left and right analog joysticks into the controller until you hear a click.

Invincibility—L2, L1, L2, □, ○, □, R3, L3, R3, ○

Infinite current ammunition—L2, L1, L2, □, ○, □, L2, L1, L3

Skip current stage—L2, L1, L2, □, ○, □, L3, R3, L2, L1

Refill ballistic ammo, energy cells and hypo sprays—L2, L1, L2, □, ○, □, ○, ○, ○, R3

Phase cloak—L2, L1, L2, □, ○, □, L1, R3, L2, L3

Knock enemies down with one punch or kick—L2, L1, L2, □, ○, □, R3, L3, ○, ○

Kill enemies with one punch or kick—L2, L1, L2, □, ○, □, L3, R3, ○, ○

Big head—L2, L1, L2, □, ○, □, START, □, ○, START

Tiny body—L2, L1, L2, □, ○, □, L3, R3, □, ○

Giant body—L2, L1, L2, □, ○, □, R3, □, ○, L3

Transform into a different character—L2, L1, L2, □, ○, □, L2, L2, L2 (continue to press L2 repeatedly to change into many different characters)

## PIRATES: THE LEGEND OF BLACK KAT

### Secret Codes

Enter the following codes at any time during gameplay:

Invincible while controlling the Wind Dancer—Hold R1 + R2, press SELECT, △, L1, X, R3, L2, □, R3, ○, L3

Infinite Wind Boost while controlling the Wind Dancer—Hold R1 + R2, press SELECT, L1, R3, □, L3, ○, L2, □, X, L3

Upgrade the Wind Dancer to Galleon (this code will not take effect until you set sail to another island)—Hold R1 + R2, press L2, △, R3, L3, X, □, R3, SELECT, L1, ○

Invincible while controlling Katarina—Hold R1 + R2, press X, ○, L3, △, R3, SELECT, R3, L1, L2, □

Obtain all Chest Keys—Hold R1 + R2, press ○, SELECT, X, □, R3, L1, L2, □, L3, △, L3

Obtain the next Sword power-up—Hold R1 + R2, press R3, SELECT, L2, □, L3, ○, L1, X, L3, △

Obtain 1,000,000 Gold Doubloons—Hold R1 + R2, press △, R3, L1, □, X, R3, SELECT, L3, ○, L2

Infinite supply of items upon pickup—Hold R1 + R2, press □, L1, SELECT, L2, R3, L3, □, X, R3, ○

Buried treasure chests will be marked on the map as green Xs—Hold R1 + R2, press ○, X, □, △, L1, SELECT, L3, L2, R3

All other treasure chests will be marked on the map—Hold R1 + R2, press R3, X, △, L3, ○, L1, SELECT, L3, □, L2

Different Costumes for Katarina

First, you should have two controllers and two people in order to easily input this code, although it is possible to do it without a friend to help you out. At the main menu, hold L1 + L2 + Up + SELECT + L3 on Controller 1. At the same time, hold R1 + R2 + R + □ + START + R3 on Controller 2. As soon as all ten buttons are held down simultaneously, the music at the title screen will change and a number will appear in the lower left corner of the screen. Press R3 on Controller 1 to cycle through 12 different sets of numbers. When you continue or start a new game, your character will look different depending on which number you selected.

## PORTAL RUNNER

### Restore All Health

At any time during gameplay, press START to pause, then hold L2 and press ○, ○, ○, □, R2, R1, Up, ○, □. You'll hear a special sound effect upon entering it correctly.

### Level Skip

At any time during gameplay, press START to pause. Next, hold L1 and press ○, Left, ○, Right, ○, □, Left, Left, Right, R2. After entering this code correctly, you'll immediately advance to the next level.

### Unlock All Movies and Extras

At the main menu, hold L1 and press Left, Right, Left, Down, Up, Down, R1, ○, R2, □. Now the Movies and Extras items will be accessible at the Options menu.

## PRIMAL

### Inulnerability

Hold L1 + L2 + R1 + R2 at the main menu for five seconds; a secret Code Menu will appear. Highlight the "Inulnerability" field and enter the code "MONSTROUS" to activate invincibility (hold the X button to change the letters).

## PROJECT EDEN

### Secret Cheats Menu

At any time during gameplay, press X to open the Resource Menu. Now hold SELECT and rotate the left analog stick clockwise three times, starting from the Up position. After doing this correctly, a small icon will appear in the lower right corner of the screen. Move your cursor here to access the cheats menu.

## Q-BALL BILLIARDS MASTER

### View Ball Paths

At the title screen, press Up, △, Down, X, Left, □, Right, ○; you'll hear a tone to confirm the code. Now access the Options menu and set the "Guideline Detail" to "High." When you start a game, you will be able to see the exact path of the cue ball and each numbered ball when performing a shot.

## QUAKE III: REVOLUTION

### Level Skip

At any time during gameplay, hold L1 + R1 + R2 + SELECT and press X, ○, □, △, X, ○, □, △. You'll automatically clear the level after entering the code correctly. You can also enter the code while the game is paused.

## RAYMAN 2: REVOLUTION

### Secret Bonus Levels Menu

At the main menu, select "Options," then select "Language." Next, select "Voices," then move the cursor to "Raymanian." Now hold L1 + R1 and quickly press L2, R2, L2, R2, L2. If you entered the code correctly, a new "Bonus Levels" menu will appear.

### Secret Cheat Menu

At any time during gameplay, press START to pause the game. Next, select "Sound," then move the cursor to "Mute." Now hold L1 + R1 and quickly press L2, R2, L2, R2, L2. If you entered the code correctly, a new "Menu Cheat" menu will appear.

## RC REVENGE PRO

### Secret Codes

Enter any of the following codes at the main menu. You'll hear a faint sound effect after entering a correct code. You can enter the "Unlock next Championship" code up to seven successive times to unlock all eight Championships.

Unlock all tracks—L1, R1, R2, □

Unlock all vehicles—L1, L2, R1, R2, ○

Unlock next Championship—L1, R1, R2, L2

## READY 2 RUMBLE BOXING: ROUND 2

### Secret Codes

Each of the following codes can be entered at any of the game's menu screens, but it's probably easiest to input them at the character-select screen. You'll hear the bell ring to confirm each code; if you can't get a code to register, don't press any buttons for about ten seconds and try again. Some of these codes remain in place until you turn the PlayStation 2 off, while others will only affect the first fight that takes place after the code is entered.

Unlock all boxers and special outfits—Press Left, Left, Right, R2, Left, Right, Right, R1, R1, R2 (Press the □ button to cycle through each fighter's different outfits)

Faster gameplay—Press Right, Right, Up, Down, Right, then R1 four times, then R2 Hyper speed mode—Press Left, Left, Down, Up, Down, Right, Right, then R1 19 times, then R2

Christmas boxing ring—Press Right, Up, Down, Down, Down, then R1 eight times, then R2

Thanksgiving boxing ring—Press Right, Up, Down, Down, Down, then R1 seven times, then R2

Halloween boxing ring—Press Right, Up, Down, Down, Down, then R1 six times, then R2

Independence Day boxing ring—Press Right, Up, Down, Down, Down, Down, then R1 five times, then R2

Easter boxing ring—Press Right, Up, Down, Down, then R1 four times, then R2 St. Patrick's Day boxing ring—Press Right, Up, Down, Down, Down, R1, R1, R2

Valentine's Day boxing ring—Press Right, Up, Down, Down, Down, R1, R1, R2

New Year's Day boxing ring—Press Right, Up, Down, Down, Down, R1, R1, R2

See the Ending—Press Right, Right, Right, Down, R1, R2, then exit to the main menu if you're not already there

Championship fight vs. Rumbleman—Press R2, Down, Right, Up, Left, then R1 six times, then R2, then R1, R1, R2





PARTY M—Unlocks "The Motel" multiplayer game  
SIMS—Unlocks the "Play the Sims" mode, which is normally unlocked by playing "Get a Life"

#### SKY GUNNER

##### *Unlock Processing Options*

At the title screen, press Up, △, Left, O, Down, X, Right, □. When you press START, a special message will appear to confirm the unlocked options.

#### SLED STORM

##### *Unlock Everything*

At the title screen, when the words "Press START Button to Continue" are displayed, hold L1 + R1 and press O, □, Up, O, △, Down. A message will appear to confirm the code.

#### SMUGGLER'S RUN

##### *Secret Codes*

At any time during gameplay, press START to pause, then enter any of the following codes. You'll hear a special sound effect after entering a correct code. All codes will take effect immediately after you press START again to resume gameplay. For the speed up/down codes, the entire speed of the game will increase or decrease; you can enter each one up to three times for an increased effect.

Invisibility—R1, L1, R2, L1, L1, L2

Speed up—R1, L1, L2, R2, Right, Right, Right

Speed down—R2, L2, L1, R1, Left, Left, Left

Real world gravity—L1, R1, L2, R2

Wizard of Oz Mode (vehicles float away when hit)—R1, R2, R1, R2, Up, Up, Up

#### SMUGGLER'S RUN 2: HOSTILE TERRITORY

##### *Secret Codes*

At any time during gameplay, press START to pause, then enter any of the following codes. The effects will take place immediately after entering a correct code.

R1, L1, R2, L1, L1, L2—Invisibility

Left, Up, Right, Down, Right, Up, Left, L2—Stealth mode

L1, R1, L2, R2, R2—Lighter car

R1, R2, R1, R2, Up, Up, Up—Less gravity

R1, L1, L2, R2, Right, Right, Right—Increase timer speed

R2, L2, L1, R1, Left, Left, Left—Decrease timer speed

R3, L3, L3, R3, Left, O, Left, O—Increase frame rate

#### SOLDIER OF FORTUNE: GOLD EDITION

##### *God Mode*

At any time during gameplay, press SELECT to enter the mission objective screen. Next, hold L2 + L1 + R2 + R1 + □ and press Left. You won't get any special confirmation, but if you press SELECT again to return to the game, the words "godmode on" will appear briefly on the screen.

#### SOUL REAVER 2

##### *Unlock All Bonus Materials*

At the main menu, press Left, △, Right, △, Down, O, X. After entering the code correctly, the words "Bonus Materials Unlocked" will appear.

#### SPACE RACE

##### *Cheat Codes*

Choose "Cheats" from the Options menu and enter any of the following codes. Note: You will not be allowed to save your game after activating any of these cheats.

H L O R A L P H—Unlock Planet Acme 2 track  
T O R G O—Unlock The Pyramids of Mars 2 track

W H A T I S S U I—Unlock The Asteroid Belt track  
G U L L I B L E—Unlock Wild West Quadrant 2 track

C L O S E I T—Unlock The Nebula track  
1 2 4 A D I M E—Unlock Galactorama Park 2 stage  
P L A N E T X—Unlock The North Pole Star 2 stage

2 0 L B H A M—Unlock Porky Pig  
Q 3 2—Unlock Marvin the Martian  
K O T I M—Unlock the King

T R U T H O R—Unlock all tournaments and Acme events

A L L M I N E—Unlock all Galleria items  
I T I S 2 L A F F—Enable Mirror Mode option at the Game Options menu

M A D A E S A N—Unlock all of the above  
K A B O Q M—Unlimited turbo  
E N G A R D E—No gag crates

#### SPIDER-MAN

##### *Secret Codes*

From the main menu, select "Specials," then select "Cheats" and enter any of the following codes. You'll hear the Green Goblin laugh each time you enter a correct code.

K O A L A—All "Combat Controls" enabled  
I M I A R M A S—Unlock all stages in "Level Warp"

H E A D E X P L O D Y—Unlock "Pinhead Bowling" in Training menu  
A R A C H N I D—Unlock all of the above + all "Gallery" items

G I R L N E X T D O O R—Play as Mary Jane  
H E R M A N N S C H U L T Z—Play as Shocker  
S E R U M—Play as a scientist

K N U C K L E S—Play as Thug 1  
S T I C K Y R I C E—Play as Thug 2  
T H U G S R U S—Play as Thug 3

F R E A K O U T—Play as Thug 4  
C A P T A I N S T A C E Y—Play as a helicopter pilot

R E A L H E R O—Play as a security guard  
O R G A N I C W E B B I N G—Unlimited web fluid

C H I L L O U T—Glider never overheats (when playing as Green Goblin)

R O M I T A S—Unlock "Next Level" option at the Paused menu  
D O D G E T H I S—"Matrix" mode

S P I D E R B Y T E—Tiny Spidey  
G O E S T O Y O U R H E A D—Big head + feet

J O E L S P E A N U T S—Enemies have big heads  
U N D E R T H E M A S K—First-person view

#### SPLASHDOWN

##### *Cheat Codes*

At the Options menu, hold R2 and press Up, Up, Down, Down, Left, Right, Left, Right, □, O, □, O. A secret "Cheats" screen will appear where you can enter any of the following codes:

A l l O u t A l—Tougher opponents

H o b b l e—Easier opponents

B l e i v e—Race against a UFO in Time Trial

F 1 8—Race against an F-18 in Time Trial

A l l C h a r—Unlock all characters

F e s t i v a l—Unlock all Videos

S P Y HUNTER

##### *Secret Codes*

At the Profile Menu, select a blank entry, then enter any of the following codes as your name. Upon entering a code correctly, you'll hear a chicken sound effect and you'll be returned to the Profile Menu without having created a new profile. Now you can either start a new game or access a previously created game to view the corresponding movie you've unlocked. To view the movies, select "System Options" from the main menu, then look for the Movie Player option from within the "Extras" menu.

W W S 4 1 3—Unlock "Early Test Animatic" movie  
S C W 8 2 3—Unlock "Spy Hunter Concept Art" movie

M A K I N G—Unlock "Making of Spy Hunter" movie

S A L I V A—Unlock "Saliva: Your Disease" movie

G U N N—Unlock "Saliva: The Spy Hunter Theme" movie

#### SSX

##### *Secret Codes*

At the "Select Mode" screen, press □ to enter the options screen, then enter any of the following codes. You'll hear a special sound effect after entering a correct code. The "Read all hints" code causes all of the applicable hints to appear in succession during the loading screen that appears before you start a race (instead of one random hint being displayed).

Unlock all venues, boards, outfits, characters—Hold L1 + R1 + L2 + R2 and press Down, Left, Up, Right, X, O, △, □

Maximum attributes for all characters—Hold L1 + R1 + L2 + R2 and press X, X, X, X, X, X, X, □

Running Mode—Hold L1 + R1 + L2 + R2 and press □, △, O, X, □, △, O, X

Read all hints—Hold L1 + R1 + L2 + R2 and press O, X, O, X, O, X, O, X

#### SSX TRICKY

##### *Play as Mix Master Mike*

At the title screen, hold L1 + R1 and press X, X, Right, X, X, Down, X, X, Left, X, X, Up. You won't hear or see any special confirmation, but after starting a race with any character, you'll control Mix Master Mike during gameplay instead.

#### Elise's Secret Costume

At the title screen, hold L1 + R1 and press X, X, Right, O, O, Down, △, △, Left, □, □, Up. You won't hear or see any special confirmation, but after starting a race with Elise, she'll be wearing a special blue costume during gameplay.

#### STAR WARS: BOUNTY HUNTER

##### *Secret Codes*

Select "Options" from the main menu, then select "Code Setup" and enter any of the following codes. A special message will appear upon entry of a valid code.

MANDALORIANWAY—Unlock all chapters

G O F I S H—Unlock all TCG cards

R ARTISTS ROCK—Unlock all concept art

#### STAR WARS: JEDI STARFIGHTER

##### *Secret Codes*

At the main menu, select "Options," then select "Codes" and enter any of the following codes:

Q U E N T I N—Ivincible mode

N O H U D—Turn off HUD

D I R E C T O R—Director mode

J A R J A R—Reverse flying controls

P N Y R C A D E—Unlock everything

M A G G I E—Display secret message

#### STAR WARS RACER REVENGE

##### *Secret Cheats*

First, set any kind of record so that the name entry screen appears after your session is over. It's easiest to just play the Time Trial mode on the first track until you beat a lap time of 00:59.51. At the name entry screen, enter "NO TIME" as your name. After entering it correctly, the words "Cheats Enabled!" will briefly appear on the screen. Now you can enter any of the following codes at the main menu:

All tracks unlocked—Hold L1 + L2 + R1 + R2 and quickly press Right, Left, Right, Left, O, □, O, □

All art galleries unlocked—Hold L1 + L2 + R1 + R2 and quickly press Right, □, Left, O, Down, X, Up, □

Hard mode—Hold L1 + L2 + R1 + R2 and press □

#### STAR WARS: STARFIGHTER

##### *Secret Codes*

At the main menu, select "Options," then select "Code Setup." Next, enter any of the following codes. Remember, in order to make use of the "Experimental N-1" code, you must first enter the "Unlock all regular missions" code.

O V E R S E E R—Unlock all regular missions

A N D R E W—Unlock two-player missions

B L U E N S F—Unlock Experimental N-1

M I N I M E—Ivincibility

N O H U D—Remove HUD during play

D I R E C T O R—Director camera mode

J A R J A R—Reverse flying controls

J A M E Z—View "My day at work" slideshow

W O Z—View "Merry Christmas" video

S I M O N—View staff image

T E A M—View more staff images

L T D J G D—View secret message

H E R O E S—View artwork slideshow

S H I P S—View another art slideshow

P L A N E T S—View yet another art slideshow

C R E D I T S—View credits

#### STAR WARS: SUPER BOMBAD RACING

##### *Cheat Codes*

Enter any of the following codes at the main menu (the one that says "# of Players" and "Game Type"). A message will appear to confirm each code. Some of the codes require you to press the X button at the message screen to activate the code; others will take effect immediately. To disable a code, just enter it again. Note: If you can't get one of the codes to work, press START and enter the code again.

Play as Boba Fett—□, O, O, □

Race in a Trade Federation AAT—O, □, □

All characters are kadaus—L1, R1, L2, R2

All characters are shaaks—Up, Right, Down, Left, SELECT

Backward Facing Mode—L2, L2, L2, L2, O, SELECT

Infinite Boost Mode—L1, R2, L1, R2, □, SELECT

Grrl Power (Queen Amidala gets powered up)—Down, SELECT, Up, SELECT, Left, Right, SELECT

Super Speedy Mode (all players become tiny and very fast)—L1, L1, L1, R2, □

Super Arena Mode (battle on Race tracks in Arena mode)—Up, Up, Down, Down, Left, Right, Left

Red, white and blue ball—O, R2, □, R2

Black ball—R2, R2, O, □

Red, white and blue ball—O, R2, □, R2

Red, white and blue ball—O, R2, □,

M E F F—Unlock all toys  
S P I D E R—Unlock all cars  
F E L L A—Unlock all stages

#### SUPER BUST-A-MOVE

##### Secret Codes

Enter any of the following codes at the title screen. An icon will appear on the screen after entering each code correctly. The "Another World" code lets you play an alternate set of stages in 1P Puzzle Mode.

Another World—△, Left, Right, △  
Secret Characters—△, Right, Left, △

#### SUPER BUST-A-MOVE 2

##### Another World

At the title screen—when the words "Push Start Button" appear—press △, Down, Up, △. A special icon will appear on the screen. Now all of the "normal" and "classic" puzzles in Puzzle Mode are different.

##### Secret Characters

At the title screen—when the words "Push Start Button" appear—press △, Up, Down, △. A special icon will appear on the screen. When you play any mode besides Story Mode, you'll now be able to select from two additional characters.

#### SUPERCAR STREET CHALLENGE

##### Unlock Furashu-sama

At the vehicle selection screen, quickly press Up, Up, Down, Down, Left, Right, Left, Right, X, O, SELECT, START. If you entered the code correctly, the ultimate car, Furashu-sama, will immediately appear on the screen. If you're not fast enough, you'll be taken to another screen upon pressing X.

#### SUPERMAN: SHADOW OF APOKOLIPS

##### Secret Codes

From the main menu, select "Options," then select "Cheat Menu." Next, enter any of the following codes:

SMALLVILLE—Infinite health  
J O R E L—Infinite Super Power  
BIZARRO—Hard mode (double enemy health)  
LESLIE WILLIS—Easy mode (half enemy health)  
JOHN CORBIN—Unlock levels  
LARA—Unlock biographies  
LANA LANG—Unlock movies  
MXYZPTLK—Unlock levels, biographies and movies

#### SWING AWAY GOLF

##### Secret Codes

Enter either of the following codes at the main menu; you'll hear a special sound effect after entering a code correctly.

Unlock three additional golfers—L2, R2, L2, R2, Up, Right, Down, Left, L1, R1  
Alternate in-game sound effects—Left, □, Up, □, Down, O, Left, □, L1, R1

#### TENCHU: WRATH OF HEAVEN

##### Full Health

At any time during the game, press START to pause, then press Up, Down, Right, Left, □, □, □.

##### Unlock All Items

At the Items screen, hold L1 + R1 and press Up, □, □, Left, □, □, Down, □, □, Right, □, □.

##### Increase Item Quantities

At the Items screen, hold L2 + R2 and press □, □, Up, Left, Down, Right.

##### Unlock All Missions

At the Mission Select screen, press L1, R1, L2, R2, Right, □, L3, R3.

##### Unlock All Layouts

At the Mission Select screen, press R3, L3, R2, L2, R1, L1.

##### Unlock All Characters

At the main menu, press L1, R2, L2, R1, Right, Left, L3, R3.

##### Unlock Bonus Stage

At the main menu, press L1, Up, R1, Down, L2, Right, R2, Left.

##### Unlock Demo Stage

At the "Press Start" screen, press Up, Down, Right, Left, X, X. (This stage appeared in a demo disc that was made available to the public prior to the game's official release.)

#### THEME PARK ROLLER COASTER

##### Cheat Codes

At any time during gameplay, enter any of the following codes. Note that the codes must be repeated a specific number of times before they will register:

Unlock all items—Up, Down, Up, Down, Left, Up, Down, Up, Down, Right. You must repeat this sequence nine times in total

Items cost nothing—Left, Down, X, O. You must repeat this sequence nine times in total

255 Gold Tickets and all roller coaster awards—Up, Down, Left, Right, O, Right, Left, Down, Up, O. You must repeat this sequence five times in total

#### THUNDERSTRIKE: OPERATION PHOENIX

##### Unlock All Missions

From the main menu, select "Options." Set "Vibration" to one block, "SFX" to zero blocks and "Music" to zero blocks. Next, hold L1 + L2 + R1 + R2 + □ and press O. You'll see the words "Spooky Cat!" flash on the screen to confirm that all missions have been unlocked.

#### TIGER WOODS PGA TOUR 2002

##### Secret Password

At the main menu, select "Options," then select "Enter Password." Enter "ALLORNOTHIN" to unlock all golfers, tournaments and courses.

#### TOKYO EXTREME RACER ZERO

##### Car Ornaments

Enter any of the following codes at the "Shift Assist" prompt just before the game starts. For each code, you must continue to hold down all three buttons until gameplay begins. After entering one correctly, you'll see the corresponding ornament appear only in the cockpit view.

Small pink creature—Hold R1 + O, then hold X  
Fanged creature—Hold L1 + O, then hold X  
Small blue creature—Hold L2 + O, then hold X  
Big green creature—Hold R2 + O, then hold X

##### Analyze Meter

At any time during gameplay, press START to enter the pause menu. Next, move the cursor to "Return To Base," then hold □ and press Down. The cursor will automatically move to a hidden parameter, "Analyze." Turn this option on and various gauges will appear on the screen to analyze your performance.

#### TONY HAWK'S PRO SKATER 3

##### Cheat Codes

Choose "Options" from the main menu, then select "Cheats" and enter any of the following codes:

Y O H O M I E S—Unlock all secret Pro Skaters  
B A C K C O D O R—Unlock "Cheats" option at the "Pause" menu  
R O A D T R I P—Complete all Career mode goals for the currently selected skater (this code also unlocks all of the levels in the remaining game modes)

P U M P M E U P—Give the currently-selected skater enough stat points to max out all statistical categories

P E E P S H O W—Unlock all movies

M A G I C M I S S I L E—Combines all of the effects of the above codes

#### TONY HAWK'S PRO SKATER 4

##### Cheat Codes

Select "Cheat Codes" from the Options menu and enter any of the following codes. Once activated, the cheats can be toggled on or off by selecting "Cheats" from the Options screen within the "Paused" menu.

h o m e i l s t—Unlock Eddie, Jango Fett and Mike Valley

(o )—Unlock Daisy

d o a s u p e r—Always Special

s s b s t s—Perfect Rail

m u l e n p o w e r—Perfect Manual

s u p e r f l y—Moon Gravity

n o s p o o n—Matrix Mode

w a t c h \_ m e \_ x \_ p l o d e—Unlock all characters, stages and cheats



## AGGRESSIVE INLINE

### Cheat Codes

Select "Cheats" from the Options menu and enter any of the following codes. You'll be automatically returned to the Options menu after entering a code correctly.

↑↑↓←←←→ B A B A—Unlock all levels  
↓→↓←←←→ All characters  
←→←←←→ ↓↑↓ A I—Juice meter regenerates  
←←←←←→ →←←→ ↑—Super spins  
↑↓↑↓←←→ A B A B S—Low gravity wall rides  
SKELETON—Obtain all keys  
BIGUPYASELF—Perfect grinds  
JUSTIN BAILEY—Perfect handplants  
QUEZDANTSLEEP—Perfect manuals

## ATV: QUAD POWER RACING 2

### Cheat Codes

Enter the following codes in the "Name Your Rider" screen when creating a new profile. A confirmation message will appear each time you enter a code correctly.

B U B B A—Unlock all riders  
G E N E R A L L E E—Unlock all vehicles  
R O A D K I L L—Unlock all tracks  
R E D R O O T S T E R—Unlock all championships  
D O U B L E B A R R E L—Unlock all challenges  
F I D D L E R S E L B O W—Max. skill level  
G I N G H A M—Max. stats

## BALDUR'S GATE: DARK ALLIANCE

### Play as Drizzt Do'Urdan

At the character select screen, hold L + R + Y and press A. You won't see or hear any special indication that the code worked until you begin your game.

### Level Warp & Invincibility

At any time during gameplay, hold L + R + Left + Y and press START. After entering the code correctly, a special menu will appear.

## BEACH SPIKERS: VIRTUA BEACH VOLLEYBALL

### Cheat Codes

Choose "World Tour" from the main menu and start a new game. At the "Team Edit" menu, enter any of the following names in the "Name" box to unlock secret hair styles, face types and uniforms. Note: After entering a code, you'll hear a chime and the code will not be registered as your character name.

J U S T I C E—Sunglasses 94, Uniform 105 and 106 (Virtua Cop)  
D A Y T O N A—Uniform 107 and 108 (Daytona USA)  
F V I P E R S—Hair Style 75, Face Type 51, Uniform 109 and 110 (Candy/Honey from Fighting Vipers)

A R A K A T A—Hair Style 76, Face Type 52, Uniform 111, 112 and 113 (Ulala from Space Channel 5)

P H A N T A S T I C—Hair Style 77, Face Type 53, Uniform 114 and 115 (Nei from Phantasy Star II)

O H T O R I I—Uniform 116 and 117 (Sega logo)

## BLACK & BRUISED

### Cheat Codes

Choose "Setup" from the main menu, then select "Cheat Codes" and enter any of the following codes. To deactivate a code, just enter the same code again:

Unlock Intercontinental Mode—START, A, A, A, Y, Y, Y, X, X, START

Unlock all boxers' second skins—START, A, Z, Y, X, START

Unlock all boxers—START, A, Y, X, Z, Z, X, Y, A, START

Unlock Scrap Yard scene—START, Y, Z, Y, Z, A, A, START

Unlock conversation mode—START, Z, A, Y, X, Z, Z, Z, START

Inulnerability—START, A, A, Y, Z, Z, X, X, START (or enter on Controller 2 for Boxer 2)

Unlock all chapters in "Boxer's Life" mode—START, A, X, Y, Z, A, X, Y, Z, START

Double speed—START, Z, Z, Z, Z, Z, Z, Z, Z, Z, START

Constant Powerup—START, A, Y, A, Y, A, Y, X, X, START (or enter on Controller 2 for Boxer 2)

## BLOOD OMEN 2

### Cheat Code

At the main menu, press Z, R, L, B, X, Y. When you start a new game, you'll have the Soul Reaver and Iron Armor.

## BLOODYRAYNE

### Cheat Codes

From the main menu, select "Options," then select "Enter Cheat" and enter any of the following codes. You can also access the Cheats

menu from the Pause menu. All of the cheats except the first one must be toggled on by accessing the Cheats menu after entry.

ON THE LEVEL—Enable level select  
TRI ASSASSIN DONT DIE—Unlock God Mode  
LAME YANKEE DONT FEED—Unlock Restore Health  
ANGRY XXX INSANE HOOKER—Unlock Fill Bloodlust  
NAKED NASTY DISHWASHER DANCE—Unlock Time Factor parameter  
DONT FART ON OSCAR—Unlock Enemies parameter  
SHOW ME MY WEAPONS—Unlock Show Weapons on Body  
INSANE GIBS MODE GOOD—Unlock Gracious Dismemberment  
JUGGY DANCE SQUAD—Unlock Juggy Mode

## CEL DAMAGE

### Cheat Codes

To enter the following codes, you must have a memory card inserted into Slot A. From the main menu, select "Play," then press A and select "Create/Load." Next, select "Create New," then "Memory Card Slot A," then "New Name." Now enter any of the names below. You'll hear a special fanfare after entering a correct code.

W H A C K L A N D—Unlock all desert stages and Whack Angus  
E A R L S P L A C E—Unlock all Transylvania stages and Count Earl  
B R A I N S A L A D—Unlock all space stages and Brian the Brain  
T W R E C K S P A D—Unlock all jungle stages and T. Wrecks  
M E L E E D E A T H—Unlock melee weapons  
H A Z A R D O U S—Unlock hazard weapons  
U N I Q U E W P N S—Unlock personal weapons  
G U N S O M O K E I—Unlock ranged weapons  
M O V E I T N O W—Unlock movement power-ups  
F A N P L A S T I C—Unlock plastic rendering mode  
M U L T I P L E X I—Unlock Finale sequences  
P I T A—Unlock all stages, weapons and characters, plus the plastic rendering mode

## CRAZY TAXI

### Secret Bicycle

To drive a secret bicycle instead of a cab in Arcade or Original mode, carefully enter the following code at the character-select screen:

Hold L, hold R, release L, release R  
Hold R, hold L, release R, release L  
When you lock in your character with the A button, you'll hear a bicycle bell to confirm that the code has been entered correctly.  
*Another Day*

Use the following code at the character-select screen in Arcade or Original mode. When the character you want to choose is on the screen, press and release R once, then hold down R and press A. You'll see the words "another day" appear in the lower left corner of the screen. In this mode, you'll have a different starting point and your customers will be in different locations.

### No Arrows

From the "Mode Selection" screen, choose either "Arcade" or "Original." At the next menu, highlight the type of game you would like to play, then hold R and press START. Continue to hold both buttons until the words "no destination mark" appear in the lower left corner of the screen. In this mode, the arrow at the top of the screen will not appear.

### No Destination Mark

From the "Mode Selection" screen, choose either "Arcade" or "Original." At the next menu, highlight the type of game you would like to play, then hold R and press START. Continue to hold both buttons until the words "no destination mark" appear in the lower left corner of the screen. In this mode, your passenger's destination will only be identified by a single green line at ground level.

### Speedometer

You need a second controller plugged into Port 3 to enter the remaining codes. At any time during a game, hold R and press X five times using Controller 3. A "mph" indicator will appear next to the Drive/Reverse lights in the lower right corner of the screen. To toggle the speedometer off, just hold R and press X on Controller 3 again.

### Alternate Camera Angles

Use the following button combinations on Controller 3 to change the camera angle at any time during the game:

- Hold R and press Y on Controller 3 to switch to a camera that follows you from a fixed location and moves to various fixed locations as you drive around.
- Hold R and press B on Controller 3 to toggle between two additional camera angles. One

is a first-person view through the windshield of your cab and the other is a close-up view of your passenger's face.

• Hold R and press A on Controller 3 to return to the default view.

## DAVE MIRRA FREESTYLE BMX 2

### Cheat Codes

Enter any of the following codes at the main menu (use the D-pad for all directional commands):

Unlock all characters, levels, competition outfits, bikes, sponsors and signature tricks—Up, Right, Down, Left, Right, Right, Up, Down, Left, Right, Up, Left, Right, Right, Down, B  
Unlock all movies—Up, Left, Down, Right, Left, Right, Left, Right, Up, Down, B  
Unlock secret pieces in Park Editor—Up, Left, Down, Right, Down, Up, Up, Down, Right, Right, B  
Unlock all Park Editor themes—Up, Left, Down, Right, Down, Up, Down, Right, Left, Left, B

## DEF JAM VENDETTA

### Unlock Characters

At the main menu, select Battle mode and choose any match type. At the character selecting screen, hold L + R + Z and enter any of the following codes. The codes must be entered quickly as soon as you hold L + R + Z. If entered correctly, you will hear a confirmation sound.

Arii—A, Y, B, X, Y  
Briggs Alternate Costume—A, B, X, Y, X  
Carla—A, Y, A, A, A  
Chukkle—Y, Y, B, A, X  
Cruz—X, B, A, A, X  
D-Mob—Y, B, Y, A, X  
D-Mob Alternate Costume—Y, Y, B, Y, Y  
Dan G—A, X, A, X, Y  
Deebo—X, X, A, B, B  
Deja—X, Y, X, X, A  
DMX—X, A, B, X, Y  
Drake—A, B, B, X, X  
Funkmaster Flex—X, B, X, Y  
Headache—B, B, B, Y, X  
House—B, A, B, X, A  
Iceberg—Y, B, X, Y, X  
Ludacris—X, X, Y, B  
Manny Alternate Costume—X, Y, X, Y, X  
Masa—A, X, B, Y, Y  
Method Man—Y, X, A, B, X  
Moses—B, B, Y, Y, A  
N.O.R.E—Y, X, B, A, X  
Nyne—Y, X, A, A, B  
Omar—X, X, Y, B, B  
Opal—X, Y, Y, B  
PeeWee—A, A, B, Y  
PeeWee Alternate Costume—A, B, B, Y, X  
Penny—A, A, A, B, X  
Pockets—B, Y, X, Y, A  
Proof Alternate Costume—A, Y, B, Y, X  
Razor—B, Y, B, X, A  
Razor Alternate Costume—Y, X, A, B, B  
Redman—X, X, B, Y, A  
Ruffneck—A, Y, A, B, X  
Ruffneck Alternate Costume—Y, X, B, A, Y  
Scarface—X, Y, A, B, Y  
Sketch—B, B, X, Y, A  
Snowman—B, B, A, X, X  
Spider Alternate Costume—Y, B, A, Y, X  
Steel—A, B, X, X, B  
T'ai—X, X, Y, A, X  
Tank Alternate Costume—B, Y, X, A, A  
Zaheer—B, B, Y, A, X

Funkmaster Flex—X, B, X, Y  
Headache—B, B, B, Y, X  
House—B, A, B, X, A  
Iceberg—Y, B, X, Y, X  
Ludacris—X, X, Y, B  
Manny Alternate Costume—X, Y, X, Y, X  
Masa—A, X, B, Y, Y  
Method Man—Y, X, A, B, X  
Moses—B, B, Y, Y, A  
N.O.R.E—Y, X, B, A, X  
Nyne—Y, X, A, A, B  
Omar—X, X, Y, B, B  
Opal—X, Y, Y, B  
PeeWee—A, A, B, Y  
PeeWee Alternate Costume—A, B, B, Y, X  
Penny—A, A, A, B, X  
Pockets—B, Y, X, Y, A  
Proof Alternate Costume—A, Y, B, Y, X  
Razor—B, Y, B, X, A  
Razor Alternate Costume—Y, X, A, B, B  
Redman—X, X, B, Y, A  
Ruffneck—A, Y, A, B, X  
Ruffneck Alternate Costume—Y, X, B, A, Y  
Scarface—X, Y, A, B, Y  
Sketch—B, B, X, Y, A  
Snowman—B, B, A, X, X  
Spider Alternate Costume—Y, B, A, Y, X  
Steel—A, B, X, X, B  
T'ai—X, X, Y, A, X  
Tank Alternate Costume—B, Y, X, A, A  
Zaheer—B, B, Y, A, X

Funkmaster Flex—X, B, X, Y  
Headache—B, B, B, Y, X  
House—B, A, B, X, A  
Iceberg—Y, B, X, Y, X  
Ludacris—X, X, Y, B  
Manny Alternate Costume—X, Y, X, Y, X  
Masa—A, X, B, Y, Y  
Method Man—Y, X, A, B, X  
Moses—B, B, Y, Y, A  
N.O.R.E—Y, X, B, A, X  
Nyne—Y, X, A, A, B  
Omar—X, X, Y, B, B  
Opal—X, Y, Y, B  
PeeWee—A, A, B, Y  
PeeWee Alternate Costume—A, B, B, Y, X  
Penny—A, A, A, B, X  
Pockets—B, Y, X, Y, A  
Proof Alternate Costume—A, Y, B, Y, X  
Razor—B, Y, B, X, A  
Razor Alternate Costume—Y, X, A, B, B  
Redman—X, X, B, Y, A  
Ruffneck—A, Y, A, B, X  
Ruffneck Alternate Costume—Y, X, B, A, Y  
Scarface—X, Y, A, B, Y  
Sketch—B, B, X, Y, A  
Snowman—B, B, A, X, X  
Spider Alternate Costume—Y, B, A, Y, X  
Steel—A, B, X, X, B  
T'ai—X, X, Y, A, X  
Tank Alternate Costume—B, Y, X, A, A  
Zaheer—B, B, Y, A, X

Funkmaster Flex—X, B, X, Y  
Headache—B, B, B, Y, X  
House—B, A, B, X, A  
Iceberg—Y, B, X, Y, X  
Ludacris—X, X, Y, B  
Manny Alternate Costume—X, Y, X, Y, X  
Masa—A, X, B, Y, Y  
Method Man—Y, X, A, B, X  
Moses—B, B, Y, Y, A  
N.O.R.E—Y, X, B, A, X  
Nyne—Y, X, A, A, B  
Omar—X, X, Y, B, B  
Opal—X, Y, Y, B  
PeeWee—A, A, B, Y  
PeeWee Alternate Costume—A, B, B, Y, X  
Penny—A, A, A, B, X  
Pockets—B, Y, X, Y, A  
Proof Alternate Costume—A, Y, B, Y, X  
Razor—B, Y, B, X, A  
Razor Alternate Costume—Y, X, A, B, B  
Redman—X, X, B, Y, A  
Ruffneck—A, Y, A, B, X  
Ruffneck Alternate Costume—Y, X, B, A, Y  
Scarface—X, Y, A, B, Y  
Sketch—B, B, X, Y, A  
Snowman—B, B, A, X, X  
Spider Alternate Costume—Y, B, A, Y, X  
Steel—A, B, X, X, B  
T'ai—X, X, Y, A, X  
Tank Alternate Costume—B, Y, X, A, A  
Zaheer—B, B, Y, A, X

Funkmaster Flex—X, B, X, Y  
Headache—B, B, B, Y, X  
House—B, A, B, X, A  
Iceberg—Y, B, X, Y, X  
Ludacris—X, X, Y, B  
Manny Alternate Costume—X, Y, X, Y, X  
Masa—A, X, B, Y, Y  
Method Man—Y, X, A, B, X  
Moses—B, B, Y, Y, A  
N.O.R.E—Y, X, B, A, X  
Nyne—Y, X, A, A, B  
Omar—X, X, Y, B, B  
Opal—X, Y, Y, B  
PeeWee—A, A, B, Y  
PeeWee Alternate Costume—A, B, B, Y, X  
Penny—A, A, A, B, X  
Pockets—B, Y, X, Y, A  
Proof Alternate Costume—A, Y, B, Y, X  
Razor—B, Y, B, X, A  
Razor Alternate Costume—Y, X, A, B, B  
Redman—X, X, B, Y, A  
Ruffneck—A, Y, A, B, X  
Ruffneck Alternate Costume—Y, X, B, A, Y  
Scarface—X, Y, A, B, Y  
Sketch—B, B, X, Y, A  
Snowman—B, B, A, X, X  
Spider Alternate Costume—Y, B, A, Y, X  
Steel—A, B, X, X, B  
T'ai—X, X, Y, A, X  
Tank Alternate Costume—B, Y, X, A, A  
Zaheer—B, B, Y, A, X

Funkmaster Flex—X, B, X, Y  
Headache—B, B, B, Y, X  
House—B, A, B, X, A  
Iceberg—Y, B, X, Y, X  
Ludacris—X, X, Y, B  
Manny Alternate Costume—X, Y, X, Y, X  
Masa—A, X, B, Y, Y  
Method Man—Y, X, A, B, X  
Moses—B, B, Y, Y, A  
N.O.R.E—Y, X, B, A, X  
Nyne—Y, X, A, A, B  
Omar—X, X, Y, B, B  
Opal—X, Y, Y, B  
PeeWee—A, A, B, Y  
PeeWee Alternate Costume—A, B, B, Y, X  
Penny—A, A, A, B, X  
Pockets—B, Y, X, Y, A  
Proof Alternate Costume—A, Y, B, Y, X  
Razor—B, Y, B, X, A  
Razor Alternate Costume—Y, X, A, B, B  
Redman—X, X, B, Y, A  
Ruffneck—A, Y, A, B, X  
Ruffneck Alternate Costume—Y, X, B, A, Y  
Scarface—X, Y, A, B, Y  
Sketch—B, B, X, Y, A  
Snowman—B, B, A, X, X  
Spider Alternate Costume—Y, B, A, Y, X  
Steel—A, B, X, X, B  
T'ai—X, X, Y, A, X  
Tank Alternate Costume—B, Y, X, A, A  
Zaheer—B, B, Y, A, X

Funkmaster Flex—X, B, X, Y  
Headache—B, B, B, Y, X  
House—B, A, B, X, A  
Iceberg—Y, B, X, Y, X  
Ludacris—X, X, Y, B  
Manny Alternate Costume—X, Y, X, Y, X  
Masa—A, X, B, Y, Y  
Method Man—Y, X, A, B, X  
Moses—B, B, Y, Y, A  
N.O.R.E—Y, X, B, A, X  
Nyne—Y, X, A, A, B  
Omar—X, X, Y, B, B  
Opal—X, Y, Y, B  
PeeWee—A, A, B, Y  
PeeWee Alternate Costume—A, B, B, Y, X  
Penny—A, A, A, B, X  
Pockets—B, Y, X, Y, A  
Proof Alternate Costume—A, Y, B, Y, X  
Razor—B, Y, B, X, A  
Razor Alternate Costume—Y, X, A, B, B  
Redman—X, X, B, Y, A  
Ruffneck—A, Y, A, B, X  
Ruffneck Alternate Costume—Y, X, B, A, Y  
Scarface—X, Y, A, B, Y  
Sketch—B, B, X, Y, A  
Snowman—B, B, A, X, X  
Spider Alternate Costume—Y, B, A, Y, X  
Steel—A, B, X, X, B  
T'ai—X, X, Y, A, X  
Tank Alternate Costume—B, Y, X, A, A  
Zaheer—B, B, Y, A, X

Funkmaster Flex—X, B, X, Y  
Headache—B, B, B, Y, X  
House—B, A, B, X, A  
Iceberg—Y, B, X, Y, X  
Ludacris—X, X, Y, B  
Manny Alternate Costume—X, Y, X, Y, X  
Masa—A, X, B, Y, Y  
Method Man—Y, X, A, B, X  
Moses—B, B, Y, Y, A  
N.O.R.E—Y, X, B, A, X  
Nyne—Y, X, A, A, B  
Omar—X, X, Y, B, B  
Opal—X, Y, Y, B  
PeeWee—A, A, B, Y  
PeeWee Alternate Costume—A, B, B, Y, X  
Penny—A, A, A, B, X  
Pockets—B, Y, X, Y, A  
Proof Alternate Costume—A, Y, B, Y, X  
Razor—B, Y, B, X, A  
Razor Alternate Costume—Y, X, A, B, B  
Redman—X, X, B, Y, A  
Ruffneck—A, Y, A, B, X  
Ruffneck Alternate Costume—Y, X, B, A, Y  
Scarface—X, Y, A, B, Y  
Sketch—B, B, X, Y, A  
Snowman—B, B, A, X, X  
Spider Alternate Costume—Y, B, A, Y, X  
Steel—A, B, X, X, B  
T'ai—X, X, Y, A, X  
Tank Alternate Costume—B, Y, X, A, A  
Zaheer—B, B, Y, A, X

Funkmaster Flex—X, B, X, Y  
Headache—B, B, B, Y, X  
House—B, A, B, X, A  
Iceberg—Y, B, X, Y, X  
Ludacris—X, X, Y, B  
Manny Alternate Costume—X, Y, X, Y, X  
Masa—A, X, B, Y, Y  
Method Man—Y, X, A, B, X  
Moses—B, B, Y, Y, A  
N.O.R.E—Y, X, B, A, X  
Nyne—Y, X, A, A, B  
Omar—X, X, Y, B, B  
Opal—X, Y, Y, B  
PeeWee—A, A, B, Y  
PeeWee Alternate Costume—A, B, B, Y, X  
Penny—A, A, A, B, X  
Pockets—B, Y, X, Y, A  
Proof Alternate Costume—A, Y, B, Y, X  
Razor—B, Y, B, X, A  
Razor Alternate Costume—Y, X, A, B, B  
Redman—X, X, B, Y, A  
Ruffneck—A, Y, A, B, X  
Ruffneck Alternate Costume—Y, X, B, A, Y  
Scarface—X, Y, A, B, Y  
Sketch—B, B, X, Y, A  
Snowman—B, B, A, X, X  
Spider Alternate Costume—Y, B, A, Y, X  
Steel—A, B, X, X, B  
T'ai—X, X, Y, A, X  
Tank Alternate Costume—B, Y, X, A, A  
Zaheer—B, B, Y, A, X

Funkmaster Flex—X, B, X, Y  
Headache—B, B, B, Y, X  
House—B, A, B, X, A  
Iceberg—Y, B, X, Y, X  
Ludacris—X, X, Y, B  
Manny Alternate Costume—X, Y, X, Y, X  
Masa—A, X, B, Y, Y  
Method Man—Y, X, A, B, X  
Moses—B, B, Y, Y, A  
N.O.R.E—Y, X, B, A, X  
Nyne—Y, X, A, A, B  
Omar—X, X, Y, B, B  
Opal—X, Y, Y, B  
PeeWee—A, A, B, Y  
PeeWee Alternate Costume—A, B, B, Y, X  
Penny—A, A, A, B, X  
Pockets—B, Y, X, Y, A  
Proof Alternate Costume—A, Y, B, Y, X  
Razor—B, Y, B, X, A  
Razor Alternate Costume—Y, X, A, B, B  
Redman—X, X, B, Y, A  
Ruffneck—A, Y, A, B, X  
Ruffneck Alternate Costume—Y, X, B, A, Y  
Scarface—X, Y, A, B, Y  
Sketch—B, B, X, Y, A  
Snowman—B, B, A, X, X  
Spider Alternate Costume—Y, B, A, Y, X  
Steel—A, B, X, X, B  
T'ai—X, X, Y, A, X  
Tank Alternate Costume—B, Y, X, A, A  
Zaheer—B, B, Y, A, X

Funkmaster Flex—X, B, X, Y  
Headache—B, B, B, Y, X  
House—B, A, B, X, A  
Iceberg—Y, B, X, Y, X  
Ludacris—X, X, Y, B  
Manny Alternate Costume—X, Y, X, Y, X  
Masa—A, X, B, Y, Y  
Method Man—Y, X, A, B, X  
Moses—B, B, Y, Y, A  
N.O.R.E—Y, X, B, A, X  
Nyne—Y, X, A, A, B  
Omar—X, X, Y, B, B  
Opal—X, Y, Y, B  
PeeWee—A, A, B, Y  
PeeWee Alternate Costume—A, B, B, Y, X  
Penny—A, A, A, B, X  
Pockets—B, Y, X, Y, A  
Proof Alternate Costume—A, Y, B, Y, X  
Razor—B, Y, B, X, A  
Razor Alternate Costume—Y, X, A, B, B  
Redman—X, X, B, Y, A  
Ruffneck—A, Y, A, B, X  
Ruffneck Alternate Costume—Y, X, B, A, Y  
Scarface—X, Y, A, B, Y  
Sketch—B, B, X, Y, A  
Snowman—B, B, A, X, X  
Spider Alternate Costume—Y, B, A, Y, X  
Steel—A, B, X, X, B  
T'ai—X, X, Y, A, X  
Tank Alternate Costume—B, Y, X, A, A  
Zaheer—B, B, Y, A, X

Funkmaster Flex—X, B, X, Y  
Headache—B, B, B, Y, X  
House—B, A, B, X, A  
Iceberg—Y, B, X, Y, X  
Ludacris—X, X, Y, B  
Manny Alternate Costume—X, Y, X, Y, X  
Masa—A, X, B, Y, Y  
Method Man—Y, X, A, B, X  
Moses—B, B, Y, Y, A  
N.O.R.E—Y, X, B, A, X  
Nyne—Y, X, A, A, B  
Omar—X, X, Y, B, B  
Opal—X, Y, Y, B  
PeeWee—A, A, B, Y  
PeeWee Alternate Costume—A, B, B, Y, X  
Penny—A, A, A, B, X  
Pockets—B, Y, X, Y, A  
Proof Alternate Costume—A, Y, B, Y, X  
Razor—B, Y, B, X, A  
Razor Alternate Costume—Y, X, A, B, B  
Redman—X, X, B, Y, A  
Ruffneck—A, Y, A, B, X  
Ruffneck Alternate Costume—Y, X, B, A, Y  
Scarface—X, Y, A, B, Y  
Sketch—B, B, X, Y, A  
Snowman—B, B, A, X, X  
Spider Alternate Costume—Y, B, A, Y, X  
Steel—A, B, X, X, B  
T'ai—X, X, Y, A, X  
Tank Alternate Costume—B, Y, X, A, A  
Zaheer—B, B, Y, A, X

Funkmaster Flex—X, B, X, Y  
Headache—B, B, B, Y, X  
House—B, A, B, X, A  
Iceberg—Y, B, X, Y, X  
Ludacris—X, X, Y, B  
Manny Alternate Costume—X, Y, X, Y, X  
Masa—A, X, B, Y, Y  
Method Man—Y, X, A, B, X  
Moses—B, B, Y, Y, A  
N.O.R.E—Y, X, B, A, X  
Nyne—Y, X, A, A, B  
Omar—X, X, Y, B, B  
Opal—X, Y, Y, B  
PeeWee—A, A, B, Y  
PeeWee Alternate Costume—A, B, B, Y, X  
Penny—A, A, A, B, X  
Pockets—B, Y, X, Y, A  
Proof Alternate Costume—A, Y, B, Y, X  
Razor—B, Y, B, X, A  
Razor Alternate Costume—Y, X, A, B, B  
Redman—X, X, B, Y, A  
Ruffneck—A, Y, A, B, X  
Ruffneck Alternate Costume—Y, X, B, A, Y  
Scarface—X, Y, A, B, Y  
Sketch—B, B, X, Y, A  
Snowman—B, B, A, X, X  
Spider Alternate Costume—Y, B, A, Y, X  
Steel—A, B, X, X, B  
T'ai—X, X, Y, A, X  
Tank Alternate Costume—B, Y, X, A, A  
Zaheer—B, B, Y, A, X

Funkmaster Flex—X, B, X, Y  
Headache—B, B, B, Y, X  
House—B, A, B, X, A  
Iceberg—Y, B, X, Y, X  
Ludacris—X, X, Y, B  
Manny Alternate Costume—X, Y, X, Y, X  
Masa—A, X, B, Y, Y  
Method Man—Y, X, A, B, X  
Moses—B, B, Y, Y, A  
N.O.R.E—Y, X, B, A, X  
Nyne—Y, X, A, A, B  
Omar—X, X, Y, B, B  
Opal—X, Y, Y, B  
PeeWee—A, A, B, Y  
PeeWee Alternate Costume—A, B, B, Y, X  
Penny—A, A, A, B, X  
Pockets—B, Y, X, Y, A  
Proof Alternate Costume—A, Y, B, Y, X  
Razor—B, Y, B, X, A  
Razor Alternate Costume—Y, X, A, B, B  
Redman—X, X, B, Y, A  
Ruffneck—A, Y, A, B, X  
Ruffneck Alternate Costume—Y, X, B, A, Y  
Scarface—X, Y, A, B, Y  
Sketch—B, B, X, Y, A  
Snowman—B, B, A, X, X  
Spider Alternate Costume—Y, B, A, Y, X  
Steel—A, B, X, X, B  
T'ai—X, X, Y, A, X  
Tank Alternate Costume—B, Y, X, A, A  
Zaheer—B, B, Y, A, X

Funkmaster Flex—X, B, X, Y  
Headache—B, B, B, Y, X  
House—B, A, B, X, A  
Iceberg—Y, B, X, Y, X  
Ludacris—X, X, Y, B  
Manny Alternate Costume—X, Y, X, Y, X  
Masa—A, X, B, Y, Y  
Method Man—Y, X, A, B, X  
Moses—B, B, Y, Y, A  
N.O.R.E—Y, X, B, A, X  
Nyne—Y, X, A, A, B  
Omar—X



## GAUNTLET: DARK LEGACY

### Secret Codes

Enter any of the following codes at the "Enter your name" screen that appears whenever you start a new game.

A L L F U L—Start with 9 keys and 9 potions  
1 0 0 0 0 K—Start with 10,000 gold  
I C E 6 0 0—Play as a big fat Dwarf  
N U D O 6 9—Play as a sado-masochist Dwarf  
S T X 2 2 2—Play as a smiley-face stick figure  
K J H 1 0 5—Play as a stick figure w/baseball cap  
P N K 6 6 6—Play as a stick figure w/mohawk  
B A T 9 0 0—Play as a centurion  
T A K 1 1 8—Play as a ninja  
S T G 3 3 3—Play as a bald guy  
K A O 2 9 2—Play as a waitress  
C S S 2 2 2—Play as a guy with a baseball bat  
A R V 9 8 4—Play as a guy with a mace  
D I B 6 2 6—Play as a guy with a head on a staff  
R I Z 7 2 1—Play as a quarterback  
D A R T H C—Play as a bald guy with black cape  
T W N 3 0 0—Play as a blue/orange Valkyrie with a bloody scythe  
S J B 9 6 4—Play as a guy with two scythes  
A Y A 5 5 5—Play as a Japanese schoolgirl  
C E L 7 2 1—Play as a cheerleader  
C A S 4 0 0—Play as a special Warrior  
M T N 2 0 0—Play as a General  
R A T 3 3 3—Play as a Warrior rat  
G A R M 9 9—Play as a bald Wizard  
G A R M 0 0—Play as a dark Wizard  
D E S 7 0 0—Play as a Wizard in desert garb  
S K Y 1 0 0—Play as a green alien  
S U M 2 2 4—Play as Sumner

## GODZILLA: DESTROY ALL MONSTERS MELEE

### Cheat Codes

At the main menu, hold L, then B, then R, then release B, release R, then release L. A cheat code prompt will appear where you can enter any of the following codes. You'll hear a special sound effect after entering a correct code.

4 8 0 1 4 8—Unlock all cities  
6 9 6 9 2 4—Unlock all monsters except Orga  
4 4 3 2 5 3—Hide all interface graphics  
5 6 7 9 0 0—Black and white film mode  
6 6 1 3 3 4—Shift color hue  
1 7 6 5 4 2—Watch credits  
8 4 3 9 0 1—Invincibility for player one  
1 7 4 2 0 4—Smaller monsters

## KELLY SLATER'S PRO SURFER

### Secret Codes

Choose "Extras" from the main menu, then select "Cheats" and enter any of the following codes:

7 1 4 5 5 5 8 0 9 2—Mega cheat  
6 1 9 5 5 5 4 1 4 1—All boards  
3 2 8 5 5 5 4 4 9 7—All levels  
9 4 9 5 5 5 6 7 9 9—All surfers  
7 0 2 5 5 5 2 9 1 8—All suits  
6 2 6 5 5 5 6 0 4 3—All tricks  
2 1 2 5 5 5 1 7 7 6—Max stats  
2 1 3 5 5 5 7 2 1—Perfect balance  
2 1 7 5 5 5 0 2 1 7—High jumps  
8 7 7 5 5 5 3 8 2 5—1st-person view  
8 1 8 5 5 5 1 4 4 7—Trippy graphics

## LEGENDS OF WRESTLING

### Unlock All Wrestlers

At the main menu, press Up, Up, Down, Down, Left, Right, Left, Right, Y, Y, X. A message will appear on the screen to confirm.

## THE LORD OF THE RINGS: THE TWO TOWERS

### Secret Codes

At any time during the game, press the START button to pause, then enter any of the following codes. Use the D-pad to enter the directional commands.

Restore health—Hold L + R and press Y, Down, A, Up  
Restore missiles—Hold L + R and press A, Down, Y, Up  
All Level 2 upgrades—Hold L + R and press X, Right, X, Right  
All Level 4 upgrades—Hold L + R and press Y, Up, Y  
All Level 6 upgrades—Hold L + R and press B, Left, B, Left  
All Level 8 upgrades—Hold L + R and press A, A, Down, Down  
1,000 upgrade points—Hold L + R and press A, Down, Down, Down

The remaining codes can be entered the same way, but they will not work until you have unlocked the "Secret Codes" option, which appears as a gold ring on the right side of the game's map screen. You must first beat the Helm's Deep: Hornburg Courtyard stage and reach Level 10 with any character; this will unlock the Secret Mission for that character. After beating the Secret Mission, the Secret

Mission: Play as Secret Character option will be unlocked. Once you've beaten the Secret Mission while playing as the secret character, the Secret Codes option will be unlocked and you'll be able to use the following cheats:

Always devastating—Hold L + R and press B, X, X  
Small enemies—Hold L + R, press Y, Y, A, A  
Slow motion—Hold L + R and press Y, X, A, B  
Infinite missiles—Hold L + R, press B, X, A, Y  
All upgrades—Hold L + R and press Y, X, Y, X  
Invulnerable—Hold L + R and press Y, B, A, X

## MAT HOFFMAN'S PRO BMX 2

### Cheat Codes

At the "Press Start" screen, quickly enter any of the following codes:

Perfect balance—Down, Up, X, Down, Up, X, Down, Up, X  
Adrenaline meter always full—Down, A, A, A, R, R, R  
All riders have fiery hands and feet—Down, B, A, A, R, R  
Invisible bikes—Down, Up, Left, Down, Right, Down, Left, Up  
Unlock Day Smith—B, Up, Down, Up, Down, Y  
Unlock Vanessa—B, Down, Left, Left, Down, Y  
Unlock Bigfoot—B, Right, Up, Right, Up, Y  
Unlock Mime—B, Left, Right, Left, Right, Left  
Unlock Volcano—B, Up, A, Up, A  
Unlock "vegas" rags (rider options)—X, L, L, Up, Up  
Unlock "gear" rags (rider options)—X, B, Left, Right, Left, X  
Unlock Tiki Battle mode—L, L, Down, R, A, L  
Unlock all levels in all modes except Road Trip—Y, Right, Right, B, Down, Y  
Unlock Chicago in Road Trip mode—Y, Up, B, B, Y  
Unlock Las Vegas in Road Trip mode—Y, R, Left, L, Right, Y  
Unlock New Orleans in Road Trip mode—Y, Down, Right, Up, Left, Y  
Unlock Boston in Road Trip mode—Y, Up, Down, Down, Up, Y  
Unlock Los Angeles in Road Trip mode—Y, Left, B, B, Left, Y  
Unlock Portland in Road Trip mode—Y, A, A, B, B, Y  
Unlock all Mat Hoffman videos—R, Left, X, Left, X, Left, R  
Unlock all Joe Kowalski videos—R, Up, A, B, Down, R  
Unlock all Rick Thorne videos—R, L, Right, R, Left, R  
Unlock all Mike Escamilla videos—R, X, A, A, X, A, A, R  
Unlock all Simon Tabron videos—R, L, L, R, L, L, R  
Unlock all Kevin Robinson videos—R, A, B, Down, Up, R  
Unlock all Cory Nastazio videos—R, Y, X, Y, Y, Y, R  
Unlock all Ruben Alcantara videos—R, Left, Right, Left, Right, Left, Right, Right, Right, R  
Unlock all Seth Kimbrough videos—R, Up, Up, X, X, X, R  
Unlock all Nate Wessel videos—R, Down, B, X, Down, B, X, R  
Unlock all music tracks—L, Left, Left, Right, Right, Right, Right, A, A  
No on-screen displays—Down, B, X, A, Y

## MEDAL OF HONOR: FRONTLINE

### Passwords

Enter any of the following codes at the Password screen from within the Options menu. The codes marked with an asterisk (\*) activate cheats which must then be turned on at the Bonus menu.

H E A D S U P—Achilles Head\*  
R E F L E C T O R—Bullet Shield\*  
H I D E N S E E K—Invisible Enemy\*  
B I G B O O M E R—MOHton Torpedo\*  
M A D H A T T E R—Men With Hats\*  
F L A W L E S S—Perfectionist\*  
B O U N C E—Rubber Grenades\*  
S U P E R S H O T—Snipe-o-Rama (all weapons have sniper rifle zoom ability)\*  
S I L V E R S H O T—Silver Bullet (one-hit enemy kills)\*  
B A L L O W A X—Unlock all "Bonus" items  
S E A G U L L—Earn a gold star for the current level (Note: This code allows you to skip to the next level, but you will start with no ammo)

E A G L E—Unlock Mission 2: A Storm in the Port  
H A W K—Unlock Mission 3: Needle in a Haystack  
P A R R O T—Unlock Mission 4: Several Bridges Too Far  
D O V E—Unlock Mission 5: Rolling Thunder  
T O O C A N—Unlock Mission 6: The Horten's Nest

## MINORITY REPORT

### Secret Codes

Choose "Special" from the main menu, then select "Cheats." Select "Enter Cheat Code" and enter any of the following codes:

B U T T E R U P—Restore player's health  
S T R A P P E D—All weapons  
M R J U A R E Z—Infinite ammo  
L R G A R M S—Invincibility  
Q U I T E R—Level warp all  
P A S S K E Y—Level warp all  
D O N O T S E L—Do not select  
S L I Z O M I Z O—Slomo button  
B O U N Z M E N—Bouncy men  
S P I N A C H—Super damage  
S T Y L I N—Dramatic finish  
C L U T Z—Wreck the joint  
S T E E L—Armor  
C L U M S Y—Rag doll  
S L U G G E R—Baseball bat  
F P S S T Y L E—Free aim  
W I M P—Ending scene  
D I R E C T O R—Unlock all movies  
N I N J A—Unlock all combos  
S K E T C H P A D—Unlock concept art  
M A X I M U M H U R T—Unlock Pain Arenas  
W E I G H T G A I N—Nara hero  
H A I R L O S S—Moseley hero  
B I G L I P S—Nikki hero  
S C A R Y C L O W N—Clown hero  
S U P E R J O H N—Superhero John hero  
G N R L I N F A N T R Y—Gl John hero  
J A I L B R E A K—Convict hero  
M R R O B O T O—Robot hero  
I A M S O S D E A D—Zombie hero  
H I S S S—Lizard hero

## MLB SLUGFEST 2004

### Secret Codes

Enter any of the following codes at the "versus" screen just before the game starts. The numbers represent the number of times you must press the B, Y and X buttons followed by a direction on the D-pad. For example, to enter the "Rocket Park" code (3-2-1-Up), press B three times, Y two times and X once, then press Up on the D-pad. A message will appear to confirm each code.

1-1-1-Down—Cheats Disabled  
3-0-3-Up—Extended Time For Codes  
4-4-4-Down—Unlimited Turbo  
3-0-0-Left—Max. Batting  
0-3-0-Left—Max. Power  
0-0-3-Left—Max. Speed  
2-4-2-Down—16" Softball  
2-4-2-Up—Rubber Ball  
0-0-4-Right—Whiffle Bat  
0-0-4-Up—Log Bat  
0-0-3-0—Ice Bat  
0-0-2-0—Blade Bat  
0-0-4-Left—Mace Bat  
0-0-5-Up—Spike Bat  
0-0-1-Up—Bone Bat  
2-0-0-Right—Big Head  
2-0-0-Lef—Tiny Head  
3-3-3-Up—Coliseum Stadium  
3-2-1-Up—Rocket Park Stadium  
3-3-3-Down—Monument Stadium  
3-2-1-Down—Midway Park Stadium  
3-2-1-Right—Empire Park Stadium  
3-3-3-Left—Forbidden City Stadium  
3-2-1-Left—Atlantis Stadium  
2-1-0-Right—Pinto Team  
2-1-1-Right—Horse Team  
2-1-2-Right—Eagle Team  
2-2-0-Right—Lion Team  
1-0-3-Down—Dwarf Team  
1-1-3-Down—Gladiator Team  
1-3-3-Down—Bobble Head Team  
1-0-2-Down—Dolphin Team  
1-1-2-Down—Scorpion Team  
1-2-2-Down—Sub-Zero Team  
1-3-2-Down—Rodeo Clown Team  
1-1-0-Down—Minotaur Team  
2-2-2-Down—Olsman Team  
2-2-2-Up—Rivera Team  
2-3-2-Down—Napolitano Team  
2-1-1-Down—Evil Clown Team  
2-3-1-Down—Alien Team  
2-3-3-Down—Casey Team  
1-0-1-Down—Little League  
2-2-2-Right—Team: Todd McFarlane  
3-3-3-Right—Team: Terry Fitzgerald

## MX SUPERFLY

### Cheat Code

At the main menu, press X, Y, then L + X, then X, L, Z, then R + Y to unlock all tracks, mini-games, bikes and secret characters.

## NBA 2K3

### Cheat Codes

From the main menu, select "Options," then select "Game Play." Hold Left on the D-pad and Right on the analog stick and press

**START.** Now return to the Options menu; you'll notice that a new menu item, "Codes," has appeared at the bottom of the screen. Now enter the following codes at the code entry screen. Be sure to enter the codes in capital letters.

M E G A S T A R S—Unlocks the NBA 2K3, Sega Sports and VC teams  
S P R I N G E R—Trash appears on the ground in Street mode

## NBA COURTSIDE 2002

### Secret Codes

Choose "Skills Mode" from the main menu. At the Skills Mode menu, hold Up on the D-pad or analog stick, then hold X + Y, then hold Down on the C-stick. A new option, "Controller Stress Test," will appear. Choose this option, then enter any of the following codes at the blue screen that appears. Note: If the Controller Stress Test does not appear, press B to return to the main menu before you try again.

Little players—Left, Right, Left, Right, X, Y, Left  
Big heads—Left, Right, Left, Right, X, Y, Right  
Little heads—Left, Right, Left, Right, X, Y, Up  
Big hands—Left, Right, Left, Right, X, Y, Down  
"Invisible" players—Left, Right, Left, Right, Y, X, Right  
Weird free throws—Left, Right, Left, Right, Y, X, Down  
Unlock three hidden teams in Quick Play or Arcade Play mode—Left, Right, Left, Right, X, X, Right

## NBA LIVE 2003

### Secret Characters

From the Main Menu, enter the Roster Management menu and select "Create Player." Enter any of the following cheat codes in the "Last Name" field. The unlocked character can then be found in the Free Agent pool for you to sign to any team.

F L I P M O D E—Busta Rhymes  
C A L I F O R N I A—Hot Karl  
G O O D E E A T S—Just Blaze  
G H E T T O F A B—Fabulous  
D O L L A B I L L S—B. Rich  
M I X T A P E S—DJ Clue

## NHL HITZ 20-02

### Secret Cheats

At the versus screen just before the game starts—while the announcer is saying "Tonight, from..." etc.—enter the following codes by pressing B, Y and X the number of times indicated, followed by a direction on the D-pad. For example, to enter the "Snow" code (1-2-1-Left), press B once, Y two times and X once, then press Left on the D-pad. A message will appear to confirm each code.

Input more codes—3-3-3-Right  
Ignore last code—0-1-0-Down  
Infinite Turbo—4-1-3-Right  
Rain—1-4-1-Left  
Snow—1-2-1-Left  
Big puck—1-2-1-Up  
Huge puck—3-2-1-Up  
Bulldozer puck—2-2-1-Left  
Hockey ball—1-3-3-Left  
Tennis ball—1-3-2-Down  
Big head player—2-0-0-Right  
Huge head player—3-0-0-Right  
Big head team—2-2-0-Left  
Huge head team—3-3-0-Left  
Pinball boards—4-2-3-Right  
Domino effect—0-1-2-Right  
Always big hits—2-3-4-Down  
Hitz time—1-0-4-Right  
Late hits—3-2-1-Down  
No crowd—2-1-0-Right  
No puck out of play—1-1-1-Down  
No one-timers—2-1-3-Left  
No fake shots—4-2-4-Down  
Show Hot Spot—2-0-1-Up  
Show shot speed—1-0-1-Up  
Turbo boost—0-0-2-Up  
Win fights for goals—2-0-2-Left  
First to seven wins—3-2-3-Left

## RESIDENT EVIL

### Special Weapon

If you beat the game in Normal Mode in under five hours, you will start with the Samurai Edge Barry Version gun in your inventory when you play again by choosing the "Once Again..." option. The Samurai Edge is similar to the regular Handgun, except it has infinite bullets and fires three rounds consecutively when you pull the trigger.

### Infinite Rocket Launcher

If you beat the game in Normal Mode in under three hours, you will start with the Infinit





Gamecube tips

## SPIDER-MAN

### Secret Codes

From the main menu, select "Specials," then select "Cheats" and enter any of these codes:  
**K O A L A**—All "Combat Controls" enabled  
**I M A R M A S**—Unlock all stages in "Level Warp"  
**H E A D E X P L O D Y**—Unlock "Pinhead Bowling" in Training menu  
**A R A C H N I D**—Unlock all of the above + all "Gallery" items  
**G I R L N E X T D O O R**—Play as Mary Jane  
**H E R M A N S C H U L T Z**—Play as Shocker  
**S E R U M**—Play as a scientist  
**K N U C K L E S**—Play as Thug 1  
**S T I C K Y R I C E**—Play as Thug 2  
**T H U G S R U S**—Play as Thug 3  
**F R E A K O U T**—Play as Thug 4  
**C A P T A I N S T A C E Y**—Play as a helicopter pilot  
**R E A L H E R O**—Play as a security guard  
**O R G A N I C W E B B I N G**—Unlimited web fluid  
**C H I L L O U T**—Glider never overheats (when playing as Green Goblin)  
**R O M I T A S**—Unlock "Next Level" option at the Paused menu  
**D O D G E T H I S**—"Matrix" mode  
**S P I D E R B Y T E**—Tiny Spidey  
**G O E S T O Y O U R H E A D**—Big head + feet  
**J O E L S P E A N U T S**—Enemies have big heads + feet  
**U N D E R T H E M A S K**—First-person view

## SPY HUNTER

### Secret Movies

At the profile menu, select a blank entry, then enter any of the following codes as your name. Now you can either start a new game or access a previously created game to view the corresponding movie you've unlocked. To view the movies, select "System Options" from the main menu, then look for the Movie Player option from within the "Extras" menu.  
**G U N N**—Unlock "Saliva: The Spy Hunter Theme" movie  
**W O O D Y**—Unlock "Early Test Animatic" movie

## STAR WARS: BOUNTY HUNTER

### Secret Codes

Select "Options" from the main menu, then select "Code Setup" and enter any of these codes:  
**M A N D A L O R I A N W A Y**—Unlock all chapters  
**G O F I S H**—Unlock all TCG cards  
**R A R I S T S R O C K**—Unlock all concept art

## STAR WARS JEDI KNIGHT II: JEDI OUTCAST

### Secret Codes

At the main menu, select "Extras," then select "Cheats" and enter any of these codes:  
**P E E F S**—Unlock all multiplayer characters  
**F L I C K Y**—Unlock all Movie Viewer items  
**D I N G O**—Unlock all levels  
**S C O O T E R**—Infinite Force meter  
**B I S C U T**—Infinite ammunition  
**F U D G E**—All weapons  
**B U B B L E**—Invincibility

## STAR WARS: ROGUE LEADER ROGUE SQUADRON II

### Secret Codes

Choose "Options" from the main menu, then select "Passwords" and enter any of the following codes. If a code has several parts, you must enter the second (or third) passcode immediately after the previous one or it won't work. Note that the special vehicle codes may not allow you to choose those vehicles in every mission; after entering one of these codes, check the "Available Craft" to see if that vehicle is allowed in a particular mission.  
**J P V I ? J C —R S B F N R L**—Infinite lives  
**! ? ? Q W T T J —C L A S S I C**—Unlock all levels  
**A Y Z B I R C L —W R K F O R I T**—All tech upgrades  
**P Y S T ? O O O —D U C K S H O T**—Bonus level "Death Star Escape" (highlight "Death Star Attack" at the Select Mission screen and press Up to access)

**T V Y B B X L —N O W A R ! !**—Bonus level "The Asteroid Field" (highlight "Battle of Hoth" at the Select Mission screen and press Up to access)  
**A Z T B O H I I —O U T T C A S T !**—Bonus level "Triumph of the Empire" (highlight "Strike at the Core" at the Select Mission screen and press Up to access)  
**O G G R W P D G —E K E E K !**—Bonus level "Revenge on Yavin" (enter the "Triumph of the Empire" code first, then highlight "Strike at the Core" at the Select Mission screen and press Up, Right to access)  
**? W C Y B R T C —? M B C ? ?**—Bonus level "Endurance" (enter the "Triumph of the Empire" code first, then highlight "Strike at the

Core" at the Select Mission screen and press Up, Right, Right to access)  
**C D Y X F ! ? Q —A S E P O N E !**—Unlock Naboo Fighter  
**M V P Q U I ? —A —O H ! B U D D Y**—Unlock Millennium Falcon  
**Z T ? I R G B A —D I S P S B L E**—Unlock Tie Fighter  
**P ? A P B S Y —I R O N S H I P**—Unlock Slave 1  
**V V ? G X R Y P —C N O O Q I Z R —J F E T T S H P**—Unlock Jango Fett's Slave 1  
**N Y M ! U U O K —B L K H L M T !**—Unlock Tie Advanced  
**A J H H ! ? J Y —B U S T O U R**—Unlock Imperial Shuttle  
**I ! Z U E L ! —B E N Z I N !**—Unlock Car U ! ? ! V W Z C —G I V E I T U P—Enable "Ace Mode" option at the Special Features menu  
**B L A H B L A H**—Enable "Audio Commentary" option at the Special Features menu  
**E X H I B I T !**—Enable "Art Gallery" option at the Special Features menu  
**C O M P O S E R**—Enable "Music Hall" option at the Special Features menu  
**? I N S I D E R**—Enable "Documentary" option at the Special Features menu  
**L I O N H E A D**—Black & White mode

## STAR WARS: THE CLONE WARS

### Cheat Codes

At the main menu, select "Options," then "Bonuses," then select "Codes" and enter any of the following codes:  
**G A S M A K**—Unlock all missions  
**T W I T H O R C E**—Unlock invincibility  
**C H O S E N I**—Unlock unlimited ammo  
**Y U B Y U B**—Unlock bonus objectives  
**F R A G F E S T A**—Unlock all multiplayer maps  
**C I N E M A**—Unlock all cutscenes  
**C O R D E**—Unlock Amidala in Academy  
**F U B Z Z A L**—Unlock Wookie in Academy  
**R O G E R R O G E R**—Unlock Battle Droid in Academy  
**W A T T A M B O R**—Unlock Super Battle Droid in Academy  
**P l a y W i r e f r a m e**—Finish the 100-Man Melee in 240 seconds or less and defeat Falco.  
**P r o x i m i t y M i n e**—Complete Stage 3 of Event mode.

**G o o m b a**—Finish Stage 14 in Event mode.  
**S a m u s S t a r s h i p**—Escape from Brinstar in Adventure mode before the timer expires.  
**K i r b y H a t**—Finish Stage 37 in Event mode.  
**B u n n y H o o d**—Accumulate a total of 126 hits in Training mode "MAX Combos" for all characters combined.  
**C a p t a i n O l i m a r**—Play *Super Smash Bros. Melee* with a *Pikmin* save file on your memory card.

**B a t t l e f i e l d**—Finish All-Star mode once with any character.

**C e l e b i**—Locate Celebi's Pokéball in One-Player Adventure or Classic mode.

**C r a z y H a n d**—Complete Adventure mode at the Hard or Very Hard difficulty setting without continuing.

**C o i n**—Play 101 times in Coin Battle mode (set battles to "coin" at the Options menu).

**D i s k m a n**—Score points in every Special Bonus category.

**E n t e i**—Complete Stage 26 in Event mode.

**D o n k e y K o n g J r .**—Complete the game with all 25 characters in Classic mode (any difficulty).

**F e m a l e W i r e F r a m e**—Defeat 101 enemies in the Endless Melee.

**F i n a l D e s t i n a t i o n**—Finish Stage 51 in Event mode.

**F o o d**—Play 1,000 matches in Melee mode.

**G a m e & W a t c h**—Complete Stage 45 of Event mode.

**L a n d M a s t e r T a n k**—Score a combined total of 1,001 KOs.

**L o n L o n M i l k**—Clear the Target Tests in 1,500 seconds or less.

**M a c h R i d e r**—Clear Classic mode in 300 seconds or less.

**M a j o r a ' s M a s k**—Complete Stage 47 in Event mode.

**M a s t e r H a n d**—Clear Classic mode at Hard or Very Hard difficulty without continuing.

**M a x i m u m T o m a t o**—Play 10 matches in Melee mode.

**M e t a l B o x**—Perform 11 Combos in Training mode.

**M e w**—Clear All-Star mode at the Hard or Very Hard difficulty setting.

**M u t o C i t y**—Walk a total distance of 3,300 feet or more in the game.

**P a p e r M a r i o**—Hit the sandbag 1,485 feet or more in the Home-Run Contest.

**F -Z e r o R a c e r s**—Collect the red "Smash" trophies for all characters (earned by finishing Adventure mode).

**M e o w t h**—Collect the blue "Smash" trophies for all characters (earned by finishing All-Star mode).

**W a r r i o r**—Clear All-Star mode in 300 seconds or less.

**W o l f e n**—Clear Adventure mode in 1,100 seconds or less.

**T o m N o o k**—Collect 1,001 coins.

**S a n d b a g**—Hit the sandbag 990 feet or more in the Home-Run Contest.

**T a r g e t**—Clear Target Test with every character.

**S h e r i f f**—Clear Target Test in 750 seconds or less.

**U F O**—Play 100 multiplayer matches with two or more players.

**F a l c o n F l y e r**—Play 150 Multiplayer matches with two or more players.

**S u d o w o o d o**—Play 200 Multiplayer matches with two or more players.

**U n o w n**—Get a combined total of 16,503 feet or more in the Home-Run Contest using any characters.

**F l a t Z o n e**—Finish Classic mode as Mr. Game & Watch.

**B a t t l e f i e l d**—Defeat All-Star mode with any character.

**F i n a l D e s t i n a t i o n**—Clear all 51 Stages in Event mode.

**D r e a m l a n d**—Complete Target Test with all 25 characters.

**Y o s h i ' s I s l a n d**—Hit the sandbag over 1,323 feet in the Home-Run Contest.

**K o n g o J u n g l e**—Finish the 15-Minute Melee with any character.

**S o u n d T e s t**

**Y o s h i ' s I s l a n d**—Hit the sandbag over 1,323 feet in the Home-Run Contest.

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**K o n g o J u n g l e**—Finish the 15-Minute Melee with any character.

**S o u n d T e s t**

**Y o s h i ' s I s l a n d**—Hit the sandbag over 1,323 feet in the Home-Run Contest.

**K o n g o J u n g l e**—Finish the 15-Minute Melee with any character.

**S o u n d T e s t**

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# Xbox tips

First Name and Last Name fields. You will need to draft the created players from the "Free Agents" menu in order to play them. Keen Paters—Bat will break every time the bat contacts the ball Jacob Paters—Bat will break every time the bat contacts the ball Ziggy Paters—Bat will break every time the bat contacts the ball Erik Kiss—Player will hit a home run every time the bat contacts the ball Widescreen Mode At any time during gameplay, hold Left Trigger + Right Trigger for more than three seconds, then press Left to enable widescreen mode or Right to return to normal.

## NASCAR HEAT 2002

*Easily Complete Beat The Heat Challenges*  
At the main menu, press Up, Down, Left, Right, White, Down, Down. The menu will disappear, then reappear. Each time you do this, you'll gain 10 points and automatically pass the last challenge that was unlocked.

## NASCAR THUNDER 2002

*Unlock Fantasy Drivers*

At the Driver Select screen, select "Create-a-Car." Enter the any of the following names in their respective First Name and Last Name fields at the "Driver" subscreen. Next, select "Advance" and a special message will tell you that you unlocked a new driver.  
 Dave Alpern Buster Auton  
 Scott Brewer Audrey Clark  
 Rick Dillman Michelle Emser  
 Katrina Goode Diana Grubb  
 Jim Hannigan Troy Hayes  
 Crissy Hillsworth Traci Hultzapple  
 Rick Humphrey Kristi Jones  
 Joey Joulwan Cheryl King  
 Mandy Misak Josh Neelon  
 Dave Nichols Kitt Paint  
 Benny Parsons Ken Patterson  
 Dick Payson Tom Renedo  
 Sasha Soares Chuck Spicer  
 Daryl Wolfe

## NBA 2K3

*Cheat Codes*  
Choose "Options" from the main menu, then select "Game Play." At the "Game Play" menu, hold Left on the D-Pad + Right on the Left Thumbstick and press START. Now return to the "Options" menu; you'll notice that a new menu item, "Codes," has appeared on the bottom of the screen. Enter the following codes (all in caps) at the code entry screen.  
 M E G A S T A R S—Unlocks the NBA 2K3, Sega Sports and VC teams  
 S P R I N G E R—Trash appears on the ground in Street mode

## NBA INSIDE DRIVE 2003

*Secret Codes*

At the main menu, select "Options," then select "Codes" and enter any of the following:  
 s p e e d y—Unlimited turbo  
 t h r e e 4 a l l—Easy three-pointers  
 d u n k o n y o u—Easy alley-oops  
 p e e k a b o o—Allow hidden players  
 c i t y h o o p s—Unlock Chicago Skyline Stadium  
 m o m o n e y—All points available for created players  
 d o i t—All trades are accepted  
 i t s y b i t s y—Tiny players  
 s t y l i n 7 0 s—ABA ball  
 b e a c h b u m s—Beach ball  
 k i c k b a l l—Soccer ball  
 s p i k e i t—Volleyball  
 c o r n e r p o c k e t—Eight ball  
 g o t g a m e—WNBA ball  
 x b a l l—I-Xbox ball

## NBA LIVE 2003

*Secret Characters*

From the Main Menu, enter the Roster Management menu and select "Create Player." Enter any of the following cheat codes in the "Last Name" field. The unlocked character can then be found in the Free Agent pool for you to sign to any team.  
 F L I P M O D E—Busta Rhymes  
 C A L I F O R N I A—Hot Karl  
 G O O D B E A T S—Just Blaze  
 G H E T T O F A B—Fabolous  
 D O L L A B I L L S—B. Rich  
 M I X T A P E S—DJ Clue

## NFL FEVER 2002

*Secret Code*

Choose "User Profile" from the main menu, then select "Create User Profile" and enter the name "BROADWAY". All of the secret teams and stadiums will be unlocked.

## NFL FEVER 2003

*Secret Teams & Stadiums*

At the main menu, select "User Profile," then select "Create User Profile." Next, enter any of the following codes as your profile name:  
 B A R R A C U S—Unlock Commandos Stadium  
 S P H I N X—Unlock Pyramid Stadium  
 F L O W E R Y—Unlock Pansies Stadium  
 W A R R I O R—Unlock Samurai Stadium  
 D U S T B A L L—Unlock Tumbleweeds Stadium  
 B I G R U N—Unlock '64 Browns  
 C H E E S E—Unlock '67 Packers  
 P E R F E C T—Unlock '72 Dolphins  
 T H E H A T—Unlock '77 Cowboys  
 C U R T A I N—Unlock '78 Steelers  
 O U T L A W S—Unlock '83 Raiders  
 S A U S A G E—Unlock '85 Bears  
 E M P I R E—Unlock '89 49ers  
 L O N E S T A R—Unlock '93 Cowboys  
 G R E E N—Unlock '96 Packers  
 M I L E H I G H—Unlock '98 Broncos  
 R E G U L A T E—Unlock Chromides  
 C A M O—Unlock Commandos  
 M I L K—Unlock Cows  
 C A K E W A L K—Unlock Creampuffs  
 C R Y K I E—Unlock Crocs  
 T U T—Unlock DaRulus  
 L A V A—Unlock Eruption  
 B L A Z E R—Unlock Firemen  
 B I G B A C K—Unlock Gladiators  
 A X E M E N—Unlock Hackers  
 V E N O M—Unlock King Cobras  
 S I L E N C E—Unlock Mimes  
 R O B E S—Unlock Monks  
 V I O L A—Unlock Pansies  
 I G L O O—Unlock Polars  
 S L A S H E R—Unlock Samurai  
 S T O N E—Unlock Skeletons  
 H E L M E T—Unlock Soldiers  
 S P E L L B O Y—Unlock Sorcerers  
 T A R G E T—Unlock Spies  
 F L O C K—Unlock Thunder Sheep  
 D U S T Y—Unlock Tumbleweeds  
 H O R N S—Unlock War Elephants  
 K I T T Y—Unlock Wildcats  
 F L Y I N G—Unlock Winged Gorillas

## NHL HITZ 20-02

*Secret Cheats*

At the versus screen just before the game starts—while the announcer is saying "Tonight, from..." etc.—enter the following codes by pressing X, Y and B the number of times indicated, followed by a direction on the D-pad. For example, to enter the "Snow" code (1-2-1-Left), press X once, Y two times and B one time, then press Left on the D-pad. A message will appear to confirm each code.  
 Input more codes—3-3-3-Right  
 Ignore last code—0-1-0-Down  
 Rain—1-4-1-Left  
 Snow—1-2-1-Left  
 Big puck—3-2-1-Up  
 Bulldozer puck—2-1-2-Left  
 Hockey ball—1-3-3-Left  
 Tennis ball—1-3-2-Down  
 Big head player—2-0-0-Right  
 Huge head player—3-0-0-Right  
 Big head team—2-2-0-Left  
 Huge head team—3-3-0-Left  
 Pinball boards—4-2-3-Right  
 Domino effect—0-1-2-Right  
 Always big hits—2-3-4-Down  
 Hitz time—1-0-4-Right  
 No crowd—2-1-0-Right  
 No puck out of play—1-1-1-Down  
 No fake shots—4-2-4-Down  
 Late hits—3-2-1-Down  
 No one-timers—2-1-3-Left  
 Show Hot Spot—2-0-1-Up  
 Show shot speed—1-0-1-Up  
 Turbo boost—0-0-2-Up  
 Win fights for goals—2-0-2-Left  
 First to seven wins—3-2-3-Left  
 Infinite Turbo—4-1-3-Right

## PIRATES: THE LEGEND OF BLACK KAT

*Secret Codes*

At any time during gameplay, hold Left Trigger + Right Trigger and enter any of the following codes:  
 Invincible while controlling the Wind Dancer—BACK, B, White, A, Right Thumbstick, Black, X, Right Thumbstick, Y, Left Thumbstick  
 Infinite Wind Boost while controlling the Wind Dancer—BACK, White, Right Thumbstick, X, Left Thumbstick, Y, Black, B, A, Left Thumbstick  
 Upgrade the Wind Dancer to Galleon (this code will not take effect until you set sail to another island)—Black, B, Right Thumbstick, Left Thumbstick, A, X, Right Thumbstick, BACK, White, Y, START. A special password entry screen will

Invincible while controlling Katarina—A, Y, Left Thumbstick, B, Right Thumbstick, BACK, Right Thumbstick, White, Black, X

Obtain all Chest Keys—Y, BACK, A, X, Right Thumbstick, White, Left Thumbstick, Black, B, Left Thumbstick

Obtain next Sword power-up—Right Thumbstick, BACK, Black, Left Thumbstick, X, A, White, Y, Left Thumbstick, B

Obtain 1,000,000 Gold Doubloons—B, Right Thumbstick, White, X, A, Right Thumbstick, BACK, Left Thumbstick, Y, Black

Infinite supply of items upon pickup—B, White, BACK, Black, Right Thumbstick, Left Thumbstick, X, A, Right Thumbstick, Y

Buried treasure chests will be marked on the map as green Xs—Y, A, X, B, White, BACK, Left Thumbstick, Black, Left Thumbstick, X, Black

appear where you can enter any of the following codes:  
 W E W I L L W I N—Unlock all missions  
 M U L T I M A Y H E M—Unlock all multiplayer missions

S U P E R M E C H—Invincibility  
 M I S S M A C R O S S—Unlock all Veritech designs

W H E R E S M A X—Unlock all Veritech designs

B A C K S T A B B E R—One-shot kills

S N I P E R—One-shot Sniper kills

S P A C E F O L D—Faster gunpod ammo refresh

M A R S B A S E—Faster missile refresh

M I R I Y A—Faster weapon refresh

## ROCKY

*Secret Codes*

Enter any of the following codes at the main menu. You'll hear a special sound effect after entering a correct code.  
 Unlock all boxers and arenas—Hold Right Trigger and press Up, Down, Left, Left, Left, Left Trigger

Boxers punch harder—Hold Right Trigger and press Right, Down, Left, Up, Left, Right Trigger  
 Boxers move faster—Hold Right Trigger and press Down, Left, Down, Up, Right, Left, Left Trigger

## SEGA SOCCER SLAM

*Secret Codes*

Enter any of the following codes at the main title screen (when the words "Press Start" appear). Entering the same code again will disable the code.  
 All new characters—Y, X, Up, Up, Up, Up

Unlock Jungle stadium—Up, Down, Left, Right, X, Y

Unlock Oasis stadium—Up, Up, Down, X, X

Unlock Pacific Atoll stadium—Up, Up, Left, Left, Y, Y

Unlock Alpen Castle stadium—Up, Up, Up, Down, X, X

Unlock Riviera Ruins stadium—Up, Down, Down, Right, Y, X

Unlock Reactor Core stadium—Up, Left, Right, X, Y

Unlock all stadiums—Up, Up, Up, Up, X, X

Big hits—Left Trigger, Right Trigger, Up, Up, X, Y

Max. Power—Left Trigger, Right Trigger, Left, Right, Y, Y

Infinite Turbo—Left Trigger, Right Trigger, Right, Up, X, X

Infinite Spotlights—Left Trigger, Right Trigger, Down, Right, Y, X

Eyeball ball—Right Trigger, Right, Down, Up, X, X

Black Box ball—Right Trigger, Left, Left, Down, X, X

Earth ball—Right Trigger, Right, Right, Left, X, X

Rusty can ball—Right Trigger, Left, Up, Y, Up, Y, Y

Magic 8-ball—Right Trigger, Right, Up, Up, Y, Y

Beach ball—Right Trigger, Right, Right, Down, Y, X

Crate ball—Right Trigger, Left, Down, Right, Y, X

Kids rubber ball—Right Trigger, Right, Up, Down, X, Y

Kids block ball—Right Trigger, Left, Right, Right, Y, Y

Old-school soccer ball—Right Trigger, Right, Left, Left, Y, X

"Rob Willock's head" ball—Right Trigger, Left, Up, Left, Y, X

All items—Left, X, Left, X, Left

Big heads—Right Trigger, Left Trigger, Up, Up, Y, Y

## SERIOUS SAM

*Cheat Mode*

At the main menu, push the Left Thumbstick and hold it in while pressing Black, White, Y. A new menu item, "Cheats," will immediately appear.

## THE SIMPSONS: ROAD RAGE

*Secret Codes*

Enter any of the following codes at the "Options" screen:

Drive Red Soapbox Car—Hold Left Trigger + Right Trigger and press B, B, Y, X

Drive as Smithers in Mr. Burns' Car—Hold Left Trigger + Right Trigger and press B, B, Y, Y

Drive Nuclear Bus—Hold Left Trigger + Right Trigger and press B, B, Y, A

Drive as New Year's Krusty—Hold Left Trigger + Right Trigger and press B, B, X, Y

Drive as Halloween Bart—Hold Left Trigger + Right Trigger and press B, B, A

Drive as Thanksgiving Marge—Hold Left Trigger + Right Trigger and press B, B, X, X

## REIGN OF FIRE

*Skip Level*

At any time during gameplay, press START to pause, then press X, Black, Y, Black, X, White, Y, START. You'll automatically skip to the next level.

## INVINCIBILITY

At any time during gameplay, press START to pause, then press White, X, Y, Black, X, Y, Black. You won't see or hear any special confirmation, but the effects will take place immediately after you return to the game.

## ROBOOTECH: BATTLECRY

*Secret Passwords*

At the main menu, select "New Game." At the next menu, hold Left Trigger + Right Trigger and press Left, Up, Down, A, Right, B, START. A special password entry screen will



Drive as Christmas Apu—Hold Left Trigger + Right Trigger and press B, B, X, B  
Extra camera views—Hold Left Trigger + Right Trigger and press B, B, B, B  
Nighttime mode—Hold Left Trigger + Right Trigger and press A, A, A, A  
Slow-Motion mode—Hold Left Trigger + Right Trigger and press A, B, Y, X  
Flat characters—Hold Left Trigger + Right Trigger and press X, X, X  
Show collision lines—Hold Left Trigger + Right Trigger and press B, B, A, A

#### SPIDER-MAN

##### Secret Codes

From the main menu, select "Specials," then select "Cheats" and enter any of the following codes. You'll hear the Green Goblin laugh each time you enter a correct code.  
K O A L A—All "Combat Controls" enabled  
I M A R M A S—Unlock all stages in "Level Warp"  
H E A D E X P L O D Y—Unlock "Pinhead Bowling" in Training menu  
A R A C H N I D—Unlock all of the above + all "Gallery" items  
G I R L N E X T D O O R—Play as Mary Jane  
H E R M A N S C H U L T Z—Play as Shocker  
S E R U M—Play as a scientist  
K N U C K L E S—Play as Thug 1  
S T I C K Y R I C E—Play as Thug 2  
T H U G S R U S—Play as Thug 3  
F R E A K O U T—Play as Thug 4  
C A P T A I N S T A C E Y—Play as a helicopter pilot  
R E A L H E R O—Play as a security guard  
O R G A N I C W E B B I N G—Unlimited web fluid  
C H I L L O U T—Glider never overheats (when playing as Green Goblin)  
R O M I T A S—Unlock "Next Level" option at the Paused menu  
D O D G E T H I S—"Matrix" mode  
S P I D E R B Y T E—Tiny Spidey  
G O E S T O Y O U R H E A D—Big head + feet  
J O E L S P E A N U T S—Enemies have big heads + feet  
U N D E R T H E M A S K—First-person view

#### SPLASHDOWN

##### Cheats Menu

Choose "Options" from the main menu, then hold Right Trigger and press Up, Up, Down, Down, Left, Right, Left, Right, X, B, X, B. You will automatically enter a "Cheats" menu where you can enter any of these codes:  
A I I C h a r—Unlock all characters  
P a s s o r t—Unlock all courses  
F e s t i v a l—Unlock all videos  
L a p i n a t a—Unlock all characters and wet-suits  
A l l O u t a l i—Tougher opponents  
H o b b l e—Weaker opponents  
P M e t e r R G o—Maximum Performance Meter  
I B e l i e v e—Time trial ghost is a UFO  
F 1 8—Time trial ghost is an F-18 jet

#### SPY HUNTER

##### Secret Codes

At the profile menu, select a blank entry, then enter any of the following codes as your name; you'll hear a chicken sound effect and you'll be returned to the Profile Menu without having created a new profile. Now you can either start a new game or access a previously created game to view the corresponding movie you've unlocked. To view the movies, select "System Options" from the main menu, then look for the Movie Player option from within the "Extras" menu. Upon entering the "original Spy Hunter" code correctly, the special game will immediately appear instead. In this mode, use Right Trigger to accelerate and Left Trigger to shift between low and high gear.  
O G S P Y—Play the original Spy Hunter  
G U N N—Unlock "Saliva: The Spy Hunter Theme" movie  
S A L I V A—Unlock "Saliva: Your Disease" movie  
M A K I N G—Unlock "Making of Spy Hunter" movie  
W O O D Y—Unlock "Early Test Animatic" movie  
S H A W N—Unlock "Spy Hunter Concept Art" movie

#### SX TRICKY

##### Secret Codes

Enter the following codes at the title screen, when the words "Start Game" and "DVD Content" appear. You'll hear a special sound effect after releasing Left Trigger + Right Trigger for each code. For all the codes except the first one, you will not be able to see the effects until gameplay begins. For example, for

the Mix Master Mike code, he won't appear on the character select screen, but after choosing any character, he will appear when gameplay begins.  
Maximum stats for all characters—Hold Left Trigger + Right Trigger and press Y, Y, Right, Y, Y, Down, A, A, Left, A, A, Up  
Play as Mix Master Mike—Hold Left Trigger + Right Trigger and press A, A, Right, A, A, Down, A, A, Left, A, A, Up  
Special outfit and board for Elise only—Hold Left Trigger + Right Trigger and press A, A, Right, B, B, Down, Y, Y, Left, X, X, Up  
Board sticks to the ground more easily—Hold Left Trigger + Right Trigger and press X, X, Right, Y, Y, Down, B, B, Left, A, A, Up

#### STAR WARS JEDI KNIGHT II: JEDI OUTCAST

##### Secret Codes

At the main menu, select "Extras," then select "Cheats" and enter any of the following codes. You'll hear a special sound effect upon entering a correct code.  
B I S C U T—I infinite ammunition  
B U B B L E—I infinite health  
F U D G E—Start with lightsaber  
P E E P S—Unlock all multiplayer characters  
C H E R R Y—Unlock all levels up to Yavin Temple  
F L I C K Y—Unlock all Movie Viewer items

#### STAR WARS: OBI-WAN

##### Unlock All Missions

At the title screen, select "New Game" and enter your name as "GREYTHERAT." You'll begin playing at the boss Battle Royale mission. To access any other mission in the game, press START to pause, then press X to go to the Select Mission screen.

#### STAR WARS: JEDI STARFIGHTER

##### Cheat Codes

Select "Code" from the Options menu and enter any of the following codes:  
A R T O O—Invincible mode  
L O N G O—Unlock all story missions and bonus features  
D A R O N—Director mode

#### STAR WARS STARFIGHTER: SPECIAL EDITION

##### Secret Codes

Enter any of the following codes at the "Code Setup" screen from within the Options menu:  
D I R E C T O R—Director mode  
H E R O E S—View heroes gallery  
P L A N E T S—View planets gallery  
S H I P S—View ships gallery  
S I M O N—View secret image  
J A R J A R—Jar Jar mode  
E U R O P A—Unlock everything  
N O H U D—No on-screen interface elements during gameplay

#### STATE OF EMERGENCY

##### Cheat Codes

Enter any of the following codes at any time during the game:  
Unlock Spanky—Right, Right, Right, Right, Y  
Unlock Freak—Right, Right, Right, Right, B  
Unlock Bull—Right, Right, Right, Right, A  
Invulnerable—White, Left Trigger, Black, Right Trigger, A  
Infinite time—White, Left Trigger, Black, Right Trigger, B  
Infinite ammo—White, Left Trigger, Black, Right Trigger, Y  
Punches decapitate—White, Left Trigger, Black, Right Trigger, X  
Big player—Black, Right Trigger, White, Left Trigger, Y  
Normal-size player—Black, Right Trigger, White, Left Trigger, B  
Little player—Black, Right Trigger, White, Left Trigger, A  
Looting on the rise—Black, White, Right Trigger, Left Trigger, Y  
Pistol—Left, Right, Down, White, Y  
Pepper Spray—Left, Right, Down, White, B  
Tazer—Left, Right, Down, White, B  
Tear Gas—Left, Right, Down, White, A  
Shotgun—Left, Right, Down, Left Trigger, Y  
Minigun—Left, Right, Down, Black, Y  
Grenade Launcher—Left, Right, Down, Black, X  
Flamethrower—Left, Right, Down, Black, B  
Rocket Launcher—Left, Right, Down, Black, A  
AK-47—Left, Right, Down, Right Trigger, Y  
Grenade—Left, Right, Down, Right Trigger, X  
M-16—Left, Right, Down, Right Trigger, B  
Molotov—Left, Right, Down, Right Trigger, A

#### STREET HOOPS

##### Cheat Codes

At the main menu, select "Game Settings," then select "Cheats" and enter any of the following codes. You'll hear a special sound effect after entering each code correctly.

Theft mode enabled—Right Trigger, X, X, X, Right Trigger, Black, Y, White  
Block Party enabled—Right Trigger, Y, Black, White  
Power Game enabled—White, Y, Black, Y  
Brick City clothing—Right Trigger, Black, Right Trigger, Left Trigger, Y, X, Right Trigger, Left Trigger  
Clown players—X, Left Trigger, X, Y  
Cowboy players—Y, White, Black, Right Trigger  
Elvis players—Y, Black, White, Black, Black, White, Left Trigger, Black  
Kung Fu players—Y, X, Left Trigger  
Pimp players—Right Trigger, X, Y, Black  
Santa Claus players—White, Black, White, Black

Tuxedo players—Black, Black, Y, X  
Black ball—White, White, Y, Black  
Red, white and blue ball—Y, White, X, White

#### TOM CLANCY'S SPINTER CELL

##### Level Select

Enter !LAMAUDET!! at the name entry screen; you'll begin the game with all levels unlocked.

#### TONY HAWK'S PRO SKATER 2X

##### Secret Codes

Press START during a game and enter any of the following codes at the "Paused" menu; the menu will shake to confirm each code. Note: You can also enter the codes at the main menu, but not all of them will work there.

Unlock secret Treyarch decks—Hold Left Trigger and press White, B, Up, A, Right, Down, START

Characters don't bleed—Hold Left Trigger and press START, Black, A, B, START

##### Unlock Almost Everything

Start a game in career mode, then press START to pause. At the "Paused" menu, hold Left Trigger and press START, A, White, Up, Right, Down, A, Y, B, A, B, Y. The screen will shake to confirm the code. This code unlocks all cheats at the Options menu, all stages in Free Skate mode, all secret characters (except Private Carrera) and gives you \$900,000 to spend at the Skate Shop.

#### TONY HAWK'S PRO SKATER 3

##### Cheat Codes

Choose "Options" from the main menu, then select "Cheats" and enter any of the following codes:

T E A M F R E A K—Unlock all skaters  
N E V E R B O A R D—Unlock all decks for the current skater

J U I C E 4 M E—Give the currently-selected skater enough stat points to max out all statistical categories

S T I F F C O M P—Complete all Career mode goals for the currently-selected skater (this code also unlocks all of the levels in the remaining game modes)

R O L L I T—Unlock all movies

#### TONY HAWK'S PRO SKATER 4

##### Cheat Codes

Select "Cheat Codes" from the Options menu and enter any of the following codes. Once activated, the cheats can be toggled on or off by selecting "Cheats" from the Options screen within the "Paused" menu.

i'm y e l l o w—Always Special

b e l i e v e r i c e—Perfect Rail

f r e e w h e e l i e—Perfect Manual

m o o n \$ h o t—Moon Gravity

f b i a g e n t—Matrix Mode

b u m p e r r u b—Perfect Skitch

4 p o s t e r s—Stats at 13

W a t c h \_ M e \_ X p l o d e—Unlock everything

#### TOON TALES

##### Cheat Codes

Enter any of the following codes during any in-game "Loading" screen. A special message will appear after entering each one correctly. Unlock everything—Up, Down, Left, Right, A Press Y to jump during gameplay—Y, Left, Right, A

Opponent cars don't drive—Left, Left, A

All opponents will try to hit you—Down, Up, A

Infinite Nitros—Right, Left, A

No Nitros—Right, Left, Left, A

#### TOXIC GRIND

##### Cheat Codes

At the main menu, hold Left Trigger + Right Trigger and enter any of the following codes. You'll hear a special sound effect after entering each code correctly.

Unlock all levels—Down, Up, Left, Left, Up, Right, Right, Right, Left Thumbstick  
Unlock all characters—Left, Up, Down, Right, Up, Down, Up, Right, Left Thumbstick  
Unlock all bikes—Down, Up, Right, Right, Right, Right, Right, Right, Left Thumbstick  
Unlock all music—Right, Right, Right, Right, Right, Right, Right, Right, Left Thumbstick  
Unlock all movies—Right, Up, Down, Left Thumbstick  
Unlock all games—Right, Down, Down, Left Thumbstick

#### TRANSWORLD SNOWBOARDING

Enter any of the following codes at the "Cheats" screen within the Options menu:

J O R M A—Unlock all boards for each character

E L O K U V A T—Unlock all Reward videos

P U K E A—Unlock alternate outfits for each character

#### TUROK: EVOLUTION

##### Secret Cheats

At the main menu, select "Cheats," then select "Enter Cheat" and enter any of the following codes. To access the level select feature after you have unlocked it, you must load a previously-saved game from the main menu.

S E L L O U T—Unlock level select

E M E R P U S—Unlock invincibility

S L L E W G H—Unlock invisibility

T E X A S—Unlock all weapons

M A D M A N—Unlock unlimited ammo

H E I D—Unlock big heads

Z O O—Play Zoo mode

#### TY THE TASMANIAN TIGER

##### Secret Codes

Enter any of the following codes at any time during gameplay. You'll hear a special guitar sound effect after entering a correct code.

All items are marked with vertical lines—White, Black, White, Black, Y, Y, B, X, X, B, Right Trigger, Right Trigger

Obtain Kaboomarang, Doomarang, Megarang, Zoomerang, Infrarang, Multirang and Chronorang—White, Black, White, Black, Y, Y, Y, X, Y, X

Obtain Frostyrange, Flamerang, Zappyrange and Aquarang—White, Black, White, Black, Y, Y, X, Y, X

#### WHACKED!

##### Secret Cheats

At the main menu, select "Gameshow Mode." Next, create a new profile using any of the following names to unlock the corresponding items:

A R O U N D D A W O R L D—Unlock all arenas, weapons, and Theater items

F O O D F I G H T—Unlock all characters and Theater items

#### WORLD RACING

##### Unlock Everything

Start a new game in Career mode, choose the "Name" option at the Create Profile menu and enter "ALLUCANGET" as your name. You'll start at status level 10 with all of the cars, missions and championships unlocked.

##### Free Camera Mode

At any time during the game, press and hold Left Trigger + Right Trigger + White + Black simultaneously to activate a free-roaming camera option. While in Free Camera mode, the following controls can be used:

Rotate camera around center point—Right Thumbstick

Zoom in/out—D-pad Down + Right Thumbstick Up or Down

Move camera vertically/horizontally—D-pad Left + Right Thumbstick Up/Down/Left/Right

Move camera around itself—D-pad Up + Right Thumbstick Up/Down/Left/Right

Drop car at camera point—White

Return to game—A or START

#### X-MEN: NEXT DIMENSION

##### Unlock Characters & Costumes

At the main menu, hold the Left Trigger and press Right, Right, Left, Left, Down, Up, B. A special message will appear telling you that you have unlocked 10 characters and three new costume sets for 25 characters.

#### X2: WOLVERINE'S REVENGE

##### Cheat Codes

Enter either of the following codes at the main menu:

Add Invulnerability option under "Cheats" at the Paused menu—X, X, Left Trigger, Left Trigger, Left Trigger, Left Trigger, X, X, Left Trigger, Left Trigger

Unlock all costumes—X, Left Trigger, X, Left Trigger, X, X, Left Trigger, Right Trigger

Unlock all alternate costumes—X, Left Trigger, X, Left Trigger, X, X, Left Trigger, Right Trigger



# Playstation tips

## THE ADVENTURES OF LOMAX

### Stage Select

During the game, hold Down on the D-pad and press START to pause. While paused, hold Up and press Δ, O, X, □. Two small numbers will appear on the left side of the screen. Press START to unpause, then hold L1 and press SELECT repeatedly change the left number to the number of the stage you wish to go to. Once you've decided, hold L1 and press START to warp there. To remove the numbers from the screen, just re-enter the same code.

### Stage Warp

With the numbers on the screen as described above, hold L1 and press □ to make Lomax fly. Use the D-pad to move him anywhere in the current stage, even through obstacles. When you're ready to land, hold L1 and press □ again.

## ALIEN: RESURRECTION

### Secret Codes

Enter any of the following codes at the main menu. You'll hear a special sound effect after entering a correct code. For both codes, the new menu item will appear within the "Options" menu.

Unlock "Cheat Menu" menu item—O, Left, Right, O, Up, R2

Unlock "Research" menu item—□, Up, Down, O, Left, R1

## ARC THE LAD COLLECTION

### Hidden Game

Load the "Making of Arc the Lad" disc, then—when the main menu appears—press O, O, X, □, □, O, X, □, START. A hidden checkers game called "Arc the Lad Slime Time!" will appear.

## BEAST WARS TRANSFORMERS

### Weapon Power-Up

During the game, press START to pause. When the word "Paused" appears on the screen, hold the L2 button and enter the following code quickly: Up, Down, Left, Right, △, X, □, START. Now your character's weapon will be more powerful than the standard weapon.

### Stage Skip

During the game, press START to pause. When the word "Paused" appears on the screen, hold the L2 button and enter the following code quickly: Up, Down, Left, Right, △, X, X, △, Right, Left, Down, Up, START. The words "Mission Completed" should appear on the screen and you'll be able to advance to the next one.

## BLADE

### Unlock Secret Cheats

Enter any of the following codes at the main menu. You'll hear a special sound effect upon entering a correct code. Then, in the middle of gameplay, press START to pause and select "Cheat Menu" from the pause screen. From here you'll be able to toggle on and off all the cheats that you've unlocked.

Unlock Infinite Weapons—Down, Right, Up, Left, L2, L1, R2, R1

Unlock Infinite Health—Left, Left, Left, Right, L2, L1, R2, R1

Unlock All Items—Right, Left, Up, Down, L2, L1, R2, R2

## BUILDER'S BLOCK

### Unlock All Areas

At the main menu, press Left, Right, Left, Left, Right, Right, Left, Right, △; you'll hear a chirping sound to confirm. Choose "Puzzle Mode" and you'll find that all of the areas have been unlocked at the Area Select menu.

### Secret Characters

Choose "Arcade Mode" from the main menu, then wait through the demo for the white Ar-

cade Mode title screen to appear. When the words "Game Over" and "Push X Button" are flashing, press L1, Left, Right, Left, L1; you'll see Youen and Aifa appear in the corner of the screen, indicating that the secret characters Ranju and Gaira are now unlocked at the Arcade Mode Player Select screen.

## C-12 FINAL RESISTANCE

### Cheat Codes

At any time during the game, press the START button to pause, then enter any of the following codes:

Invincibility—Hold L2 and press Up, Left, Down, Right, △, X, □

All weapons—Hold L2 and press Up, Left, Right, Down, □, O, X

Unlock all weapons' secondary attacks—Hold L2 and press Up, Down, Left, Right, △, X, □, O

Infinite ammo—Hold L2 and press Down, Left, Right, X, □, O

Collect shield—Hold L2 and press Up, Left, Right, △, □, O

Stealth mode—Hold L2 and press X, X, □, □, □, □, O, X, X

## CARDINAL SYN

### Cheat Codes

Each of the following codes can be entered at the title screen while the words "Press Start" are flashing:

Unlock all characters except Syn and Kron—L1, R2, R1, □, Down, O, Down, L2, □, □, □, □

Unlock Syn—R1, Right, R2, □, R1, Down, R1, R2, R2, O

Unlock Kron—L2, L2, Up, Up, Up, Left, Down, Up, O, L1

New costume for Orion—R2, Down, Down, O, □, R2

New costume for Neprha—□, L1, O, Up, △, Left, △

New costume for Juni—Down, □, Down, L2, Down, Down, Down

New costume for Syn—O, O, O, L1, R1, O, Left

Infinite Magic—Right, Right, Right, Left, △, Left, Left, □

Allow dismemberment in any round—Up, Up, Right, Right, Left, O, O, Down

See characters' ending sequences instead of opening sequences—△, Right, △, Right, △, △, R2, R1, L1, L2, □, □

## CARNAGE HEART

### Manual Control

During a battle, press the SELECT button to bring up the display menu, then press the SELECT button 11 more times. You'll see the last option on the menu change from "Camera" to "Action". Highlight this new option and press X to change the setting from "Automatic" to "Manual"; now you can control your OKE as follows:

Up, Down—Move forward, backward

Left, Right—Turn left, right

L1 + Left—Move left

L1 + Right—Move right

L1 + Up—Change altitude up

L1 + Down—Change altitude down

□—Grapple

△—Jump up

△ + D-pad—Jump forward, backward, left or right

X—Fire Main Weapon

O—Duck

R2 + △—Fire Sub Weapon

R2 + X—Fire Sub Weapon twice

R2 + O—Fire Sub Weapon three times

R2 + □—Fire Sub Weapon four times

If you're in battle with one or more allies and you use the L2 button to view a different OKE, you will take control of that OKE and the one you were controlling before you pressed L2 will revert to automatic control.

code Mode title screen to appear. When the words "Game Over" and "Push X Button" are flashing, press L1, Left, Right, Left, L1; you'll see Youen and Aifa appear in the corner of the screen, indicating that the secret characters Ranju and Gaira are now unlocked at the Arcade Mode Player Select screen.

## CASTLEVANIA CHRONICLES

### Extra Option

At the main menu, press Up, Up, Down, Down, Left, Right, Left, Right, O, X. If you entered the code correctly, the "Extra Option" screen will appear automatically.

### Sound Module Setting

At the main menu, move the cursor to either "Original Mode" or "Arrange Mode." Next, hold L1 + R2 and press X. Now you can choose from three additional soundtrack variations before the game begins.

## CHAMPIONSHIP MOTOCROSS FEATURING RICKY CARMICHAEL

### Secret Codes

From the main menu, select "Championship," then press X twice to reach the "Name Entry" screen. Enter any of the following passwords at this screen. Note: the "\_" symbol represents a space.

A\_L\_L\_E\_V\_E\_N\_T\_S—Unlock all classes

D\_I\_R\_T\_T\_R\_A\_C\_K\_S—Unlock all tracks in Single Race mode

G\_R\_O\_S\_S\_E\_T\_E\_T\_E—Big head

L\_I\_V\_E\_A\_C\_T\_I\_O\_N—Unlock Fox Movie in "Extras" screen

## CRASH BANDICOOT

### Password

Enter the following special password to access any stage with all gems and keys collected:

△△△△X△△△△

△△△△X△△△△

△△○○△X△△△△



Unlock all mini-games and difficulty levels in Challenge mode—O, Left, O, Up, Down, □  
Unlock all Vault items—O, O, Left, O, Up, Right  
Have all blueprint enhancements in mini-games (Challenge mode only)—Left, O, Up, □, △  
Unlock “whack-a-mole” game at the Vault screen—Down, △, Down, △, Down, △

#### DRAGON BALL Z: ULTIMATE BATTLE 22

##### Unlock All Characters

At the main title screen, quickly press Up, △, Down, X, Left, L1, Right, R1. If you've entered the code correctly, you'll hear a chime and another video sequence will begin, followed by a new title screen that says "Dragon Ball Z: Ultimate Battle 27." Now all of the secret characters have been unlocked.

#### FANTASTIC FOUR

##### Cheat Mode

At the Options menu, press Down until the "Training" option is highlighted. Next, press L1 + L2 + R1 + R2 at the exact same instant. If you do this correctly, several new options will appear, including invincibility, free play, "Big Boy" (which allows you to change the characters' size) and a level skip option. With the level skip turned on, start the game, then press L1 + L2 + R1 + R2 during gameplay to access a stage-select menu. Press Up or Down and use the △ and X buttons to choose a stage, then press START to warp there.

#### THE FIFTH ELEMENT

##### Cheat Menu

At the main menu—the one that says "New Game, Load Game, Options," etc.—press L1, L2, R2, R1, SELECT; you'll hear a signal to confirm. Now highlight "New Game" and press X; a top-secret cheat menu will appear, allowing you to start at any stage, access all weapons, view all of the movie sequences and much more.

#### FORSAKEN

##### Secret Cheat Menu

At the main menu, highlight "Options" and press Left, Right, Left, Right. Next, press X to access the Global Options menu; you'll find a new item called "Cheat Options" at the bottom. At the Cheat Options menu you can grant yourself all weapons, become invincible, stop your enemies from firing and even skip to any stage.

#### FROGGER

##### Stage Select

During gameplay, press START to pause, then press Right, □, △, □, △, R1, L1, R1, L1, O. When you return to the "Select Level" screen, all of the stages will be unlocked.

##### Infinite Lives

During gameplay, press START to pause, then press Right, □, △, □, △, X.

#### GHOST IN THE SHELL

##### Stage Select

At the main menu, press R2, R1, □, □, Up, Down, □, □, R2, R2; you'll hear a sound to confirm the code. Now choose "Mission Start"; a stage-select menu will appear. With this code in place, you can also view all of the game's movie sequences by choosing "Movie Replay" at the Options menu.

#### GRAND THEFT AUTO

##### Cheat Codes

Press □ at the character-select screen to change a character's name to one of the following cheat names; when the game starts, you'll get the following effects:

W E Y H E Y—Start with 9,999,990 points

B L O W M E—Display map coordinates

E A T T H I S—Max. "Wanted" level  
T H E S H I T—Unlock all missions and start with 99 lives, all weapons, infinite ammo and all items

#### GRAND THEFT AUTO: LONDON 1969

##### Secret Codes

Start a new game. At the character-select screen, press □ to change your character's name to any of the following words. The effects of these codes are cumulative, so you can enter one code, then exit the game and enter another to combine effects.

S W E E N E Y—Display coordinates on the screen

G R A S S—No police

O L D B I L L—Maximum filthometer

S I D E B U R N—Bonus multiplier starts at x5

B I G B E N—Start with 9,999,990 points

M C V I C A R—Start with 99 lives

R A Z Z L E—Stage select

H A R O L D H A N D—Activates all of the above, plus all weapons with infinite ammo and all items

#### GRAND THEFT AUTO 2

##### Secret Codes

From the main menu, select "Play," then press X again to change your name to any of the following codes:

B I G S C O R E—Start with \$1,000,000

N A V A R O N E—Start with all weapons and 99 ammo

H I G H F I V E—Start with x5 Multiplier

L O S E F E D S—No police

W U G G L E S—Display Coordinates

I T S A L L U P—Area Select

L I V E L O N G—Start with unlimited health

D E S I R E S—Start with maximum Wanted Level

#### GRIND SESSION

##### Unlock All Tricks

At any time during gameplay, press START to pause, then press Down, Left, Up, Right, Down, Left, Up, Right. You'll see the words "All Tricks Enabled" appear on the screen.

#### GUBBLE

##### Cheat Code

At the title screen—while the words "Press Start Button" are flashing—press △, Up, □, Right, X, Down, O, Left; you'll hear Gubble make a noise to confirm the code. Now start a game. When the map screen appears, press R2 to remove all the obstacles, allowing you to access any stage. During gameplay, press R1 to instantly clear the current stage.

#### GUNFIGHTER: THE LEGEND OF JESSE JAMES

##### Cheat Menu

Note: You must have an analog or Dual Shock controller to enter this code. At the main menu, press the L3 button (push the left analog stick into the controller) and continue to hold it down. After three seconds, a small box will drop from the top of the screen. While continuing to hold L3, press △, X, □, O, □, △, X; a message will appear to confirm the code. Now start a game in any mode, press START to pause and select "Options" from the pause menu. You'll find a new option called "Developer Cheats" which allows you to turn on various cheats and unlock all of the levels.

#### HOOTERS ROAD TRIP

##### Cheat Codes

Choose "Map" from the main menu. When the map appears, enter either of the following codes. You'll hear a car horn to confirm each time you enter a code correctly:

Unlock all vehicles—Up, Down, Left, Right, R1, L1, R2

Unlock all tracks—R2, L1, R1, L2, Left, Up, Down, Right

#### HOT SHOTS GOLF

##### All Access Code

First, plug a controller into the Player 2 slot before you turn the game on. When the golfers appear, hold L1 + L2 + R1 + R2 on Controller 2, then as soon as you see the screen flash bright white, quickly press Up, Up, Down, Up, Left, Right, Right, Left on Controller 2. You must continue to hold all four L and R buttons during this process and you must finish entering the code before the Hot Shots Golf logo stops bouncing. If you're quick enough, you'll hear a signal to confirm. Now you have access to all of the previously locked courses and golfers.

##### Mirror Courses

At the Course Select screen, highlight a course, hold L1 + L2, press X to lock in your selection and continue to hold L1 + L2 until the course loads. When it does, it will be a "mirrored" version of the normal course.

#### HOT SHOTS GOLF 2

##### Unlock Everything

From the main menu, select "New Game." Then, at the following screen, enter "2GSH" as your name. You'll find all of the courses and characters unlocked!

#### HOT WHEELS EXTREME RACING

##### Secret Codes

Choose "Options" from the main menu, then select "Misc." and enter any of the following codes at the "Code Entry" screen:  
X T R C H T I—Unlocks "Cheat Menu" option on the "Misc." menu  
A N D Y—All skulls become monkey faces  
S K U L L—All skulls become monkey skulls  
U S D—Upside-down races  
N O B O D Y—Invisible vehicles

#### HOT WHEELS TURBO RACING

##### Secret Codes

Each of the following codes can be entered at the main menu to get the corresponding effect before each race; you'll hear a signal to confirm each code. Note that you can only have ONE of these codes active at any time:  
Unlimited Turbos—R2, L1, □, △, R1, L2, L1, R2  
Small cars—□, R2, L2, □, △, L2, R2, □  
Large tires—□, □, □, □, R1, R1, L2, L2  
No graphic textures on cars—L1, R1, L2, R2, L1, R1, L2, R2  
Alternate sound effects + announcer—R2, R1, L2, R2, □, □, L1, R1  
Passwords

Highlight "Sign In" at the main menu and press Left or Right twice to access the Password option. Enter any of the following passwords to unlock different features:  
P W D T S T—Unlock all secret courses and secret vehicles except "Tow Jam"  
T W J M—Unlock "Tow Jam" vehicle

#### INUYASHA

##### Cheat Codes

Enter any of the following codes at the main menu screen:

Unlock all characters except Totosai—Up, Right, Down, Left, Up, Right, Down, Left

Unlock Totosai—Hold R2 and press Up, Up, Down, Down, Left, Left, Right, Right, Up, Up, Left, Down, Right, Up, Left, Down, Right

Unlock Demon Inuyasha—Press Up, Up, L1, L1, Down, Down, R1, R1, Up, Up, L1, L1, Down, Down, R1, R1 (Note: Demon Inuyasha is not available in Feudal Fairy Tale mode)

##### Secret Message

If you hold the R1 button before the title screen appears, you'll hear a secret message in Japanese after the name of the game is spoken. The secret message will be different depending on which character announces the title.

#### THE ITALIAN JOB

##### Secret Codes

Enter any of the following codes at the main menu screen. Each time you enter a code correctly, you'll hear a crowd cheer and the screen will dim momentarily.  
Unlock all Italian Job missions—O, △, □, □, □, □, □, □, O, O, O  
Unlock all Destructor missions—△, □, □, □, □, □, □, □, O  
Unlock all Checkpoint missions—O, □, □, □, □, □, □, □, O  
Unlock all Challenge missions—□, □, □, □, □, □, □, □, O  
Unlock vehicles and Turin stage in Free Ride—□, □, □, □, □, □, □, □, O  
Unlock all missions—△, □, □, □, □, □, □, □, □

#### JUDGE DREDD

##### Secret Codes

To enter the following codes, you must first play the game until you earn a score that's good enough to make the high score table. When the "Enter Your Name" screen appears, enter one of the following codes as your name to get the corresponding cheat in your next game:  
I P E M O N ?—Deformed characters  
? L O V E S E X Y ?—See the ending  
I B E D S T R A W !—10 credits  
! E I K K I N—Invincibility

#### KISS PINBALL

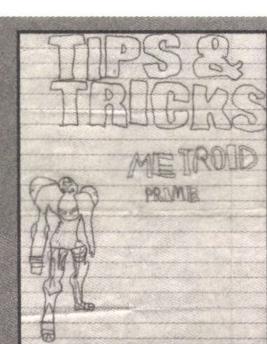
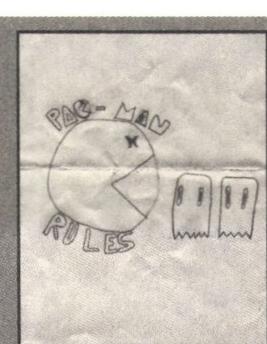
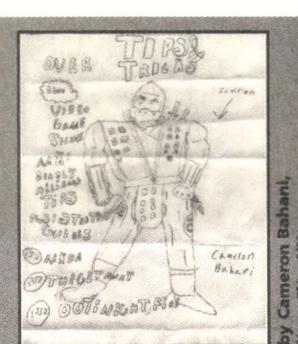
##### Music Trick

If you press the OPEN button on your PlayStation during the game, you'll be prompted to insert a music CD. Go ahead and stick in a copy of Destroyer, (Music From) The Elder or any other music CD; you'll be able to listen to your own tunes while you play instead of the generic rock from the game disc. Press L2 to skip ahead to the next track on the CD, or press R2 to skip back.

#### KURT WARNER'S ARENA FOOTBALL UNLEASHED

##### Secret Cheats

At the versus screen just before the game starts—immediately following the team selection screen—enter the following codes using the Turbo, Jump and Pass buttons followed by a direction on the D-pad. For example, to enter the "Super field goals" code (1-2-3-Left), press Turbo once, Jump two times and Pass three times, then press Left on the D-pad. A message will appear to confirm each code.  
1-2-3-Left—Super field goals  
2-1-1-Left—Allow stepping OB  
3-1-2-Left—Power-up blockers  
2-5-0-Left—Fast passes  
4-2-3-Right—Super passing  
0-4-0-Up—Huge head  
2-1-0-Up—No first downs  
3-4-4-Up—No interceptions  
5-1-4-Up—Infinite turbo  
0-4-5-Up—Super blitzing  
2-3-3-Up—Power-up teammates  
4-2-1-Up—Power-up defense  
0-0-1-Down—Show field goal %  
4-2-3-Down—No random fumbles  
1-0-2-Right—Hide receiver name  
0-5-0-Right—Big football  
3-1-0-Right—Team tiny players  
1-4-1-Right—Team big players  
2-0-3-Right—Team big heads  
2-0-0-Right—Big head  
1-1-5-Left—Avengers stadium  
0-2-1-Right—Show more field  
0-1-2-Down—No CPU assistance  
3-1-2-Up—Power-up offense  
1-2-3-Right—Headless team  
0-3-2-Left—Fast turbo running  
4-3-3-Up—Invisible  
5-5-5-Up—Hyper blitz





# Playstation TIPS

## LARGO WINCH // COMMANDO SAR

### Cheat Code

At the main menu, press **SELECT, □, □, O, △, □, □, O**. A cheat menu will appear with "Invisible" and "Silent" options; turn them on and the game's enemy characters will not see or hear you. Select "Continue" to access a stage-select menu (press **Left** or **Right** to choose any stage).

## LOONEY TUNES RACING

### Unlock Characters & Courses

Enter any of the following codes at the main menu to unlock the corresponding character or course. You'll hear a special sound effect after entering a correct code.

Foghorn Leghorn—**Right, Right, L2, □, □, SELECT**

Pepe Le Pew—**Left, Right, R1, O, □, SELECT**  
Yosemite Sam—**Left, Right, R2, □, O, SELECT**  
Sylvester—**Left, Left, L1, △, L1, R1, SELECT**  
Rocky—**△, Left, R2, O, □, SELECT**  
Granny—**○, □, △, L1, R1, SELECT**  
Gossamer—**○, □, R2, □, □, SELECT**  
Duck Dodgers—**L1, □, □, □, O, SELECT**  
Evil Scientist—**□, O, L2, □, □, SELECT**  
Smokey The Genie—**□, L1, R1, □, O, SELECT**  
Hector—**△, L2, L1, □, □, SELECT**  
Planet Y—**Right, Left, □, L2, L1, SELECT**  
Wackyland—**L1, □, □, R2, □, □, SELECT**

## LUNAR: SILVER STAR STORY COMPLETE

### Hidden Game

Put the "Making of Lunar" CD in your PlayStation and turn it on. As soon as the video begins to play, press **Up, Down, Left, Right, △, START**. You'll access a secret mini-game—similar to Atari's Warlords—for up to eight players.

### View All FMV Scenes

After entering the "Hidden Game" code above, open the PlayStation and replace the "Making of Lunar" CD with either of the two game discs. Now select "Exit" from the mini-game menu; you'll see all of the FMV scenes on the disc you've loaded.

## MARBLE MASTER

### Cheat Code

Choose "Single Player" from the main menu, then select the "Enter Code" option and enter the code "**U N I C O K**" to unlock all of the missions in Mission mode. Note that this code uses the smaller letters except for the large "U."

## MARVEL SUPER HEROES

### Alternate Colors

To choose the alternate Player 2 color for your character instead of the normal color, make sure the "shortcut" option is turned "off" at the option menu, then enter one of the following codes at the character-select screen:

- For the Hulk, Wolverine, Spider-Man, Magneto or Juggernaut, highlight the character, hold **Up** on the D-pad for three seconds and press an action button before releasing Up.

- For Iron Man, Psylocke, Captain America, Shuma-Gorath or Blackheart, highlight the character, hold **Down** on the D-pad for three seconds and press an action button before releasing Down.

### Boss Codes

To play as Dr. Doom or Thanos, you must first beat the game in one-player mode at any difficulty setting. Once you've done this, use the following codes at the character select screen with the "shortcut" option turned "off":

- Dr. Doom—Press **Down, Down**, then press and continue to hold **X**, then **O**, then **R1** (you should still be holding **X** and **O** when you press **R1**)

- Thanos—Press **Up, Up**, then press and continue to hold **L1**, then **△**, then **□** (you should still be holding **L1** and **△** when you press **□**)

To choose the alternate Player 2 color for Dr. Doom or Thanos, use the following codes at the character select screen:

- Dr. Doom—Press **Down, Down** and continue to hold **Down** on the second press; wait three seconds, then press and continue to hold **X**, then **O**, then **R1** (you should still be holding **Down + X + O** when you press **R1**)
- Thanos—Press **Up, Up** and continue to hold **Up** on the second press; wait three seconds, then press and continue to hold **L1**, then **△**, then **□** (you should still be holding **Up + L1 + △** when you press **□**)

Once you've successfully entered the codes to play as each boss at least once, both boss characters will then appear at the "shortcut" version of the character select menu. Note that the above codes are shown as if you're using the default control configuration. If you've changed the controls, you'll have to adjust the codes so you're pressing the Punch and Kick buttons in the proper order.

## MARVEL SUPER HEROES VS. STREET FIGHTER

### Secret Characters

At the character-select screen, follow the instructions below to select alternate versions of certain characters:

- Armored Spider-Man—Highlight Spider-Man, hold **SELECT** and press any action button
- U.S. Agent—Highlight M. Bison, hold **SELECT** and press any action button
- Shadow—Highlight Dhalsim, hold **SELECT** and press any action button
- Mephisto—Highlight Omega Red, hold **SELECT** and press any action button
- Mecha-Zangief—Highlight Blackheart, hold **SELECT** and press any action button
- Dark Sakura—Highlight the Hulk, hold **SELECT** and press any action button
- Gray Hulk—Select Dark Sakura as described above, then choose the Hulk as her partner **EX Option Menu**

From the main menu, select "Option." Next, press **R1, O, Left, □, △** very quickly. If you do it fast enough, the EX Option screen will appear, allowing you to further modify the gameplay.

## MARVEL VS. CAPCOM

### EX Options

At the main menu, move the cursor to "Option," then hold down **SELECT** and press **START**. The EX Option menu will appear.

## MEDAL OF HONOR

### Secret Codes

Enter these codes at the "Password" screen under the "Options" menu. The lights on the machine will flash green after entering a correct code:

**COOL CHICK**—Secret Screen 1  
**AIR RULES**—Secret Screen 2  
**D W I G A L L E R Y**—Secret Staff Photo Gallery  
**D W I M O H T E A M**—Secret Team Gallery  
**CAPTAIN DYE**—Captain Dye Mode  
**DENNISMODDE**—Nifty Multiplayer Power-ups  
**SPRECHEN**—American Movie Mode  
**BRADALARM**—Temporal Tocsin  
**TRACERONE**—Wireframe Mode  
**ICOSIDODECE**—Firing Rate  
**GLOBULE**—Reflecting Shots  
**BAD COP SHOW**—Unlimited Ammo  
**MOSTMEDALS**—Audie Murphy Mode  
**INVASION**—Unlock Mission 1 in the Gallery  
**BIG RETA**—Unlock Mission 2 in the Gallery  
**DASBOOT**—Unlock Mission 3 in the Gallery  
**STUKA**—Unlock Mission 4 in the Gallery  
**KOMET**—Unlock Mission 5 in the Gallery

**T W O S I X T W O**—Unlock Missions 6 and 7 in the Gallery  
**VICTORYDA**—Unlock Victory! in the Gallery

**ZEROSTOREN**—Unlock Mission 2

**BOOTSINTK**—Unlock Mission 3

**SENFGAS**—Unlock Mission 4

**SCHWERES**—Unlock Mission 5

**SICHERUNG**—Unlock Mission 6

**GESAMTHEIT**—Unlock Mission 7

**WECANDOIT**—Unlock Rosie in Multiplayer

**EVILKURT**—Unlock Kurt in Multiplayer

**INTHENAVY**—Unlock Jens in Multiplayer

**TIREDJOHAN**—Unlock Johan in Multiplayer

**DASBOOT**—Unlock Jürgen in Multiplayer

**MANLYMAN**—Unlock Manfred in Multiplayer

**SCARYKARL**—Unlock Karl in Multiplayer

**HOODDOWN**—Unlock Felix in Multiplayer

**ROCKETMAN**—Unlock Von Braun in Multiplayer

**ARTCRITIC**—Unlock Ernst in Multiplayer

**COOLSHADES**—Unlock Egon in Multiplayer

**HODUP**—Unlock Wolfgang in Multiplayer

**BIGFATMANN**—Unlock Müller in Multiplayer

**FINESTHOUR**—Unlock Winston in Multiplayer

**HERRRZOMBIE**—Unlock Otto in Multiplayer

**BEACHBALL**—Unlock Noah in Multiplayer

**WOFFWOOFF**—Unlock Bismarck in Multiplayer

**IKEANDKEEN**—Unlock Rizal in Multiplayer

**NUTCRACKER**—Unlock Panzerknacker in Multiplayer

**SPIELBERG**—Unlock Steven in Multiplayer

**PAYBACK**—Unlock Will in Multiplayer

**MACOCOO**—Unlock Game Werks Theater in Multiplayer

**SPYSCOOL**—Unlock Site Seeing Theater in Multiplayer

## MEGA MAN X4

### Alternate Mega Man X

At the character-select screen, enter the following code carefully: Highlight Mega Man X, press the **O** button twice, press **Left** six times, then hold **L1 + R2** and press **START**. When the game begins, Mega Man's costume will be slightly different—his arms and legs will be purple instead of light blue. More importantly, as you play the game with this code in place, you'll find different power-up items in the capsules that Dr. Light has scattered throughout the levels.

**Play as Black Zero**

At the character-select screen, enter the following code carefully: Highlight Zero, hold the **R1** button, press **Right** six times, release **R1**, hold **O** and press **START**. When the game begins, Zero's costume will be black instead of red. Unfortunately, this code has no effect on the gameplay.

## MEGA MAN X5

### Start With Ultimate Armor

At the main menu, select "Game Start." At the player select screen, move the cursor to Mega Man X, then press **Up** twice, then **Down** nine times. To play as Zero, move the cursor to him and instead press **Down** twice, then **Up** nine times. You'll hear a special sound effect after entering either code correctly. When you begin the game, the player you chose will be wearing the Ultimate Armor.

## MEGA MAN X6

### Secret Codes

Use these codes to play as alternate versions of X or Zero. Note that you can only use one code at a time; for example, if you want to play as Nightmare Zero, you won't be able to use Ultimate Armor X in the same game.

- Ultimate Armor X—Press **START** at the first title screen, then press **Left, Left, Left, Right** at the Game Start/Continue/Option menu. You'll begin the game with X's Ultimate Armor, which is very much identical to the same Armor from *Mega Man X5*. It allows X to fire a super charged shot, hover in place and perform the Mega Crash attack at will.
- Nightmare Zero—Press **START** at the first title screen, then press **L1, L1, R2** at the Game Start/Continue/Option menu. When you rescue Zero after defeating him in battle, you'll play as the Nightmare version of Zero instead of the normal version. Nightmare Zero has all of Zero's normal moves, but he is much more powerful.

## MONSTERS, INC. SCREAM TEAM

### Secret Codes

Enter any of the following codes at any time during gameplay. You'll see each one take effect immediately after entering it correctly.

99 lives—Hold **L1 + R2**, press **O, O, O, △, □**

Full score meter—Hold **L1 + R2**, press **O, O, O, □, □, □**

Full health—Hold **L1 + R2**, press **O, O, O, O, □, □**

## MTV SPORTS: SKATEBOARDING

### FEATURING ANDY MACDONALD

#### Unlock All Boards, Costumes, Levels and Skaters

At the main menu, select "Single Player," then select "Lifestyle." Next, select "New Game," then input "PASWRD" as your name. Note that some of the unlocked items, like levels and skaters, will only be available in modes other than "Lifestyle."

## THE MUMMY

### Secret Bonus Codes

At any time during gameplay, press **START** to enter the pause menu, then choose "Quit

## TIPS & TRICKS Reader Art Gallery



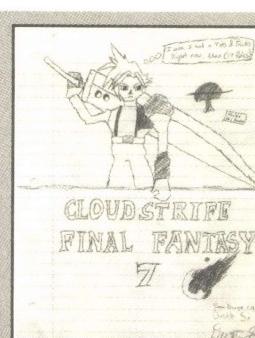
by Dillon Myrick,  
Killen, AL



by Dillon Stoltz,  
Curacao, Netherlands



by Cloud Strife Final Fantasy  
Eric White Butterfly,  
Pine Ridge, SD



by Dustin S.,  
San Diego, CA



Game" and select "Yes." Next, select "Replay Level," then "Bonus Game Modes" at the following screen. Finally, select "Enter Code" and enter any of the following codes:

Unlock bonus level— $\Delta, X, \square, O, \square, \triangle, O, X$   
All weapons available— $O, \square, O, X, X, \triangle, \square$   
Unlimited ammo— $X, \triangle, X, \square, O, \triangle, \square$   
Infinite lives— $O, O, \triangle, O, X, \square, \square, X$

#### MUPPET MONSTER ADVENTURE

##### Secret Codes

Enter any of the following codes at the main menu. You'll hear a special sound effect after entering a correct code.

Unlock all levels— $Up, Up, \square, Down, Down, O, Left, \square, Right, O$   
Invincibility— $L2, R2, R1, L1, R2, L2, R2, R1, L1, R2$   
Debug text— $Up, Right, R2, \square, Left, R1, Left, Up, Left, L2$   
Start with chicken weapon— $\square, \square, O, \square, O, \square, O, \square, O, \square$

#### MUPPET RACE MANIA

##### Secret Codes

Enter any of the following codes at the title screen, while "Press Start" flashes at the bottom of the screen. You'll hear a special sound effect and words will appear at the top of the screen after entering a correct code.

Unlock Fraggle Rock— $X, \square, X, \square, X, \square, O, X, \square$   
Unlock end courses— $O, \triangle, \square, \triangle, X, \triangle, \square, O, \triangle, X$   
Unlock Arches— $\square, O, X, O, \square, \triangle, O, X, O, \square$   
Unlock Studio— $\square, \square, O, O, X, O, \triangle, O, \square, \square$   
Unlock all Muppets and vehicles— $\triangle, O, \triangle, \square, \triangle, X, \triangle, \square, X, \triangle, X, \square, O, \square$

#### NEED FOR SPEED III: HOT PURSUIT

##### Cheat Codes

Choose "Options" from the Game Setup menu, then access the "User Name" option and enter one of the following cheat codes as your user name to unlock different features:  
M C I T Y Z—Empire City Bonus Track  
X C N T R Y—AutoCross Hidden Track  
X C A V 8—Caverns Hidden Track  
P L A Y T M—The Room Hidden Track  
G L D F S H—Scorpio-7 Hidden Track  
M N E B A M—Space Race Hidden Track  
L J A G X—Activate Jaguar XJR-15  
AMGMRC—Activate Mercedes-Benz CLK-GTR  
R O C K E T—Activate El Nino  
S P O I L T—All cars and bonus tracks (not hidden tracks)  
S E E A L L—All Camera Views

#### NGEN RACING

##### Cheats

Enter any of these codes at the "Main Hangar" screen. You'll see the effects take place immediately after entering a correct code.  
400,000,000 credits— $R2, L2, R2, L1, R2, R1, R2, L1$   
1st place in all races— $R1, L1, R1, R2, L2, R2, L2, L1$   
Obtain all secret jets— $R1, R2, L1, L2, L2, L1, R2, R1$

#### O.D.T.

##### Cheat Codes

Each of these codes can be entered while the game is paused:  
50 lives— $\triangle, Up, O, Right, SELECT, \square$   
Refill energy— $Left, Right, Left, Right, \square$   
Refill ammo— $Left, Right, Up, Down, O, \square$   
Refill mana— $Left, Right, Left, Right, O$   
Weapon powerup— $R1, L1, R2, L2, Left, Right, Up, Down$   
Raise abilities by 10%— $\square, O, \triangle, SELECT, Left$   
Fill experience gauge— $O, \triangle, L1, L2, R1, SELECT$

Raise each spell 1 level— $Down, \triangle, SELECT, L1, R1, SELECT$

#### ORE BATTLE

##### Secret Level

Select "New Game" and enter your name as "FIRESEAL". After the opening sequence, move the cursor along the map until you find "Dragon's Heaven."

##### Sound Test

Enter your name as "MUSIC/ON" and you'll be able to access a sound test menu.

#### PINK PANTHER: PINKADELIC PURSUIT

##### Cheat Code

At the main menu, press L1, L1, R2, R2, L2, L2, R1, R1, Left, Right, SELECT, START. A new "Cheat" option will appear, allowing you to start the game with 9,999 coins, all keys, no enemies and no stalkers. Also, with this code in place, if you press START to pause during any stage, you'll see a new "Win" option at the pause menu. Choose this option to instantly complete the stage you're in.

#### POOL HUSTLER

##### Secret Game Mode

At the title screen—while the words "Press Start" are flashing—press Up, Up, Down, Down,  $\triangle, \square, X, Left, Right, \square, O$ ; you'll hear a signal to confirm. You'll find a new option called "Bowlers" at the main menu; it's a billiards game that's scored like bowling.

#### POWER MOVE PRO WRESTLING

##### Hidden Character: Sparrow

At the title screen, press O, Right,  $\triangle, Up, \square, Left, X, Down, X, Down, \square, Left, \triangle, Up, O, Right, SELECT$ ; you'll hear a bell to confirm. Now start the game. At the character-select screen, highlight Commandant and press SELECT to find Sparrow.

##### Hidden Character: Gorgon

At the title screen, press L1, L1, L2, R2, R2, R1,  $\triangle, Down, X, Up, SELECT$ ; you'll hear a bell to confirm. Now start the game. At the character-select screen, highlight Orange and press SELECT to find Gorgon.

##### Hidden Character: Sallie

At the title screen, press Up, Down, Left, Right,  $\triangle, X, \square, O, L1, R1, L2, R2, SELECT$ . Now start the game. At the character-select screen, highlight El Tremblor and press SELECT to find Sallie.

#### POWER RANGERS LIGHTSPEED RESCUE

##### Secret Codes

From the main menu, select "Codes," then select "Enter Code." Next, enter any of the following passwords to unlock the corresponding effects:

O M E G A—Level skip  
U L T I M A T E—Titanium Ranger  
F O R E V E R—Continues  
S H O W C A S E—All galleries open  
I M M O R T A L—Infinite Lives  
D 4 B 7 E 1 O 9 G 7—Infinite Health  
N 7 F 6 U 2 A 5 A 1—Infinite RPE

#### THE POWERPUFF GIRLS

##### CHEMICAL X-TRACTION

##### Secret Codes

Choose "Passwords" from the Options menu and enter any of the following codes:

Princess, Blossom, Fuzzy, Bubbles, Princess—Unlock Powerpuff Girls Bedroom  
Sedusa, Buttercup, Mojo Jojo, Ace, Princess—Unlock Professor Utonium's Lab  
Fuzzy, Ace, Blossom, Princess, Sedusa—Unlock Townsville Jail  
Big Billy, Bubbles, Ace, Sedusa, Big Billy—Invincible Mode, Player 1  
Ace, Big Billy, Fuzzy, Bubbles, Fuzzy—Invincible Mode, Player 2

Buttercup, Mojo Jojo, Sedusa, Big Billy, Princess—Chemical X-tra, Player 1

Ace, Princess, Blossom, Buttercup, Ace—Chemical X-tra, Player 2

Big Billy, Ace, Buttercup, Ace, Blossom—Unlimited X, Player 1

Sedusa, Bubbles, Ace, Bubbles, Big Billy—Unlimited X, Player 2

Blossom, Mojo Jojo, Princess, Sedusa, Ace—Unlock Bubbles' Super Scream

Ace, Blossom, Ace, Buttercup, Blossom—Unlock Blossom's Ice Breath

Ace, Fuzzy, Big Billy, Mojo Jojo, Ace—Unlock Buttercup's Tornado Spin

Princess, Buttercup, Bubbles, Ace, Ace—Power Damage, Player 1

Ace, Mojo Jojo, Blossom, Buttercup, Princess—Power Damage, Player 2

Bubbles, Fuzzy, Ace, Blossom, Ace—Super Health, Player 1

Ace, Ace, Buttercup, Fuzzy, Big Billy—Super Health, Player 2

Sedusa, Big Billy, Blossom, Ace, Buttercup—Unlock all characters and stages

#### RAGE RACER

##### Mirror Mode

At the Car Select menu, highlight "Race Start," hold L1 + R1 and press START and continue to hold all three buttons down. When the race starts, all of the graphics will be horizontally reversed.

##### Custom Logo Colors

At the Team Logo design screen, highlight any color on the color palette, hold L1 + L2 + R1 + R2 and press SELECT; you'll see three new menu items that control the amount of red, green and blue pigment in each color. To customize one of the default colors in the palette, highlight it, press Up or Down to highlight the red, green or blue pigment box, then hold the R1 or R2 button and press Up or Down to adjust the amount of pigment you'd like to have mixed into the final color. With the RGB boxes on the screen, press SELECT repeatedly to toggle the guide markers in the small paint window, including a new "cross" marker which helps you to line up elements in the box.

#### RAMPAGE THROUGH TIME

##### Secret Passwords

From the main menu, select "Password," then enter any of the following passwords. Upon entering a correct code you'll immediately return to the main menu.

1 2 3 4 5—Unlock "Cheat" menu within "Options"  
J 0 M 3 L—Unlock Neo Techno, Jurassic and Scumlabs stages in Challenge mode  
J 0 S H S—Power Meter always full

#### RAYSTORM

##### Free Play Mode

When the words "Press Start Button" appear at the title screen, hold L1 + L2 + R1 + R2 and press START; when the main menu appears, continue to hold L1 + L2 + R1 + R2 and press Up seven times, then Down, then Up four times, then START; you'll hear a voice say, "Limiter released" and you should now be at the "Option" menu. Choose "Configuration" and you'll find a new "Credit Limit" option; turn it off to get infinite credits.

#### RAZOR FREESTYLE SCOOTER

##### Unlock Everything

At any time during gameplay, press START to pause the game. Next, hold L2 and press Right, Right, Left, Right, Left, Left, Right, Left, Right, Up, Up, Down, Down, Up, Down, Up, Down, R2. You'll hear a special sound effect after entering the code correctly. When you unpause the game, your ship will be invincible.

#### R•TYPES

##### Invincibility

At any time during gameplay, press START to pause the game. Next, hold L2 and press Right, Right, Left, Right, Left, Left, Right, Left, Right, Up, Up, Down, Down, Up, Down, Up, Down, R2. You'll hear a special sound effect after entering the code correctly. When you unpause the game, your ship will be invincible.

##### Increase Speed

Pause the game, hold L2 and press Right, Up, Right, Up, Down, Left, Down, Left, O.

##### Decrease Speed

Pause the game, hold L2 and press Right, Up, Right, Up, Down, Left, Down, Left, X.

##### Use Any Weapon

Pause the game, hold L2 and press Right, Up, Left, Right, Down, Left, Up, Right, and either  $\triangle, \square, X$  or O to equip yourself with a different weapon.

##### Level Select

Highlight either R-Type or R-Type II at the title screen, quickly press L2 ten times, then R2 ten times; you'll hear a sound to confirm. Now start the game and press START to pause; you can choose any stage with the stage-select option at the pause menu.

#### REBOOT

##### Secret Codes

Highlight "New Game" at the main menu; then enter any of the following codes; you won't hear any signal to confirm them; so press the buttons carefully. Note: You can't use the "Free Shield" and "Full Glitch Energy" codes in the same game.

Free Shield with Every Glitch pick-up—Down, R1, Left, Right, Down, L2, R2, Left, Right, Up, Full Glitch Energy—Right, L1, Up, Right, Down, L1, R1, Up, Down, Left

Play as Enzo—Up, Left, Down, Left, Down, L1, R1, Right, Down, Right

Play as Dot Matrix—Left, R1, Right, Up, Down, R2, L1, Right, Up, Down

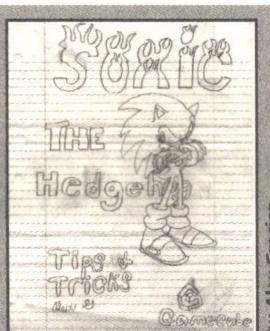
#### RESCUE COPTER

##### Cheat Codes

Enter either of the following codes at the main menu (the one that says "New Game, Load Game," etc.):

Unlock all missions (Mission mode only)—Up, Down,  $\square, \triangle, SELECT$

See the ending—Left, Right,  $\square, \triangle, SELECT$





# Playstation tips

## RESIDENT EVIL

### Rocket Launcher

If you finish the game in less than three hours, your saved game will allow you to start a new game with an all-powerful rocket launcher; it has infinite ammunition and can destroy just about everything with one shot.

### Special Key

In the room with the large mirror, there's a locked closet that seems impossible to get into. To get the special key that unlocks this door, you must finish the game with two characters rescued (e.g. if you're playing as Chris, you must have Jill and Rebecca with you when you leave the mansion; Jill must rescue Chris and Barry). If you do this, your saved game will allow you to start a new game with the special key. Inside the closet, you can change your character's clothes.

### RESIDENT EVIL: DIRECTOR'S CUT

#### Easier "Advanced" Mode

Choose "New Game" from the main menu, then highlight "Advanced" and hold Right on the D-pad for about four seconds; you'll see the word "Advanced" turn green. Now start the game in "Advanced" mode and you'll find that it's slightly easier than usual.

### RESIDENT EVIL 2

#### Secret Photo

In the S.T.A.R.S. office, check Wesker's desk—it's the one right in front of the S.T.A.R.S. logo. You'll get a message that says, "It's trashed. Someone must have searched the desk..." Continue to check this desk over and over again; on the 50th try, you will obtain a film. Take the film to the darkroom to develop it and you will get to see a secret photo of Rebecca from the original Resident Evil.

#### Alternate Clothes

Start a game in Normal Mode and go through the city area (including the gun store and the bus) without picking up any items. If you go to the alley by the stairs in the R.P.D. lot, you will meet a very special zombie: It's Brad Vickers, the helicopter pilot from the original Resident Evil. Enter the police department and get the rifle/grenade launcher from the S.T.A.R.S. room, then go back out and kill Brad (you can't take him down with your normal gun). Next, check his body; you'll find a special key. This key opens the locker in the darkroom; if you open it, you will be able to change into a different set of clothing at any time.

#### Bonus Weapons

If you beat Scenario One with an "A" or "B" ranking and your total playing time is under two-and-a-half hours, you will get a rocket launcher with infinite ammo for your next game. If you beat Scenario Two with an "A" or "B" ranking in under three hours, you'll get a sub-machine gun with infinite ammo for your next game. If you beat Scenario Two with an "A" or "B" ranking in under two-and-a-half hours, you get both of these "infinite ammo" weapons plus a Gatling Gun, also with infinite ammo. You'll find the bonus weapons in the chest.

#### Secret Character: Hunk

To play as the bio-suit guy from the opening movie, you have to achieve an "A" Ranking in either Leon or Claire's Scenario Two; to do so, you must beat the scenario in under three hours without using any of the "infinite ammo" bonus weapons (see above). When you finish doing this, you will be asked to save a second time after the normal Scenario One/Scenario Two save. The saved game will say "Hunk," choose this to play as him.

#### Secret Character: Tofu

To play as a giant tofu, you must follow the instructions for playing as Hunk (see above). Once you've done this, you must continue

playing until you have chained three sets of Scenario Ones and Scenario Twos (a total of six games). When you finish doing this, you will be asked to save an additional time. The saved game will say "Tofu," choose this to play as him. (Note: After you qualify for the "Hunk" save, you don't have to continue to get high rankings in order to access Tofu; just keep playing and always remember to save.)

### RESIDENT EVIL 2 (DUAL SHOCK VERSION)

#### Extreme Battle Mode

Play through the game with either character and complete Scenario 2. After the credits roll, you will be rated as usual and a message will tell you that there is another mode. You will be asked to save the regular game and then it will ask you to save a second time for the Extreme Battle data. Extreme Battle mode can then be accessed by calling up the Load screen and selecting the EX Battle data from the Arrange Mode menu. If you're lucky enough to have kept a Scenario 2 save on your memory card from the original Resident Evil 2, you can use that with the Dual Shock version and simply complete the game to get Extreme Battle. When you beat the first level of Extreme Battle mode, you will earn the ability to play as Ada Wong; you can play as Chris Redfield if you beat the second level.

### ROLL AWAY

#### Secret Codes

Each of the following codes can be entered at any time during the game (not while paused): Chess pattern background—L1, O, Left, Right, L2, Left, R2, R2  
Enable motion blur—Right, O, L2, O, R1, O, O  
Extra 30,000 points—□, Up, Down, L2, R1, △, X, □ (works only once per level)  
Temporary invincibility—Right, Down, L1, R2, R1, O, □, □  
30 extra seconds in Time Trial mode—O, L1, △, △, O, X, △, Down (works only once per level)  
Bonus stage—△, Up, △, L2, L1, L2, □  
Clear screen in bonus stage—Right, O, □, L1, □, O, O, □

### SAN FRANCISCO RUSH

#### Secret Vehicles

Choose any vehicle, then select your transmission type with the X button. When the purple "RUSH" letters appear, immediately press one of the following buttons and hold it down until the "loading" screen appears:  
• Hold □ to race in a U.F.O.  
• Hold L1 to race in a pick-up truck  
• Hold R1 to race in a British sportster  
When the race starts, you'll be driving the vehicle you chose.

### SHADOW MASTER

#### All Weapons

Begin a new game. Go forward into the first door that opens and kill the aliens inside. Once you have defeated the aliens and you are completely inside the room, press L1 + L2 + R1 + R2 + O simultaneously. A red light will appear on the screen to confirm the code; you now have all of the game's weapons.

#### Invincibility

In the same room described above, after defeating the aliens inside, press L1 + L2 + R1 + R2 + X simultaneously. A blue light will appear to confirm the code; now you're completely invincible.

#### Stage Select

In the same room described above, after defeating the aliens inside, press L1 + L2 + R1 + R2 + △ simultaneously. A green light will appear to confirm the code. Now press START and exit the game; you'll find a stage-select option on the main menu.

## THE SIMPSONS WRESTLING

### Secret Codes

Each of the following codes can be entered at the title screen (while the words "PRESS START" are flashing). You can also enter the codes at the "Paused" menu during gameplay. A message will appear at the top of the screen to confirm each code. To reverse the effects of a code, just enter the same code again.

O, Up, Up, Down, Down, Left, Right, Left, Right—Unlocks the "Bonus Match Up" option at the main menu; from here you can start a match with nearly any character in any stage.  
O, Left, Up, Left, Down, R1—Unlock Bumblebee Man  
O, Left, Up, Left, Down, L1—Unlock Moe Szyslak  
O, Left, Up, Left, Down, R2—Unlock Professor Frink  
O, Left, Up, Left, Down, L2—Unlock Ned Flanders  
O, R1, R1, R1, Down, Up—Infinite energy  
O, R1, R1, R1, Right, Left—if your Health reaches zero, you automatically lose  
O, R1, R1, R1, Up, Down—Activates Multi-Rope Attack  
Up, Up, Down, Down, Left, Right, Left, Right, O, L2, O, R2, L1, O, R1—Activates Mirror Matches  
O, L1, L1, L1, Up, Down—Activates big heads

### SIMILAR SOLDIERS

#### Cheat Passwords

O, O, △, △, O, X, □, X—Invincibility  
△, △, O, O, O, X, □, X—All Weapons

### THE SMURFS

#### Level Select

From the main menu, select "New Game," then select "It's No Picnic." At the Choose Level screen that appears next, press L1, Up, Up, Down, Up, Left, Left, Up, R2. You'll hear a special sound effect if you've input it correctly and you'll be able to select any level.

### SPAWN: THE ETERNAL

#### Cheat Codes

Each of the following codes can be entered while the game is paused:  
Temporary invisibility—Hold L1 + R1 and press □, □, O, O, △, X  
Temporary invincibility—Hold L1 + R1 and press □, △, X, X, □, O  
All power-ups—Hold L2 + R2 and press □, O, □, X, △, X  
All inventory—Hold L2 + R2 and press X, □, O, □, △, □, O  
Refill health meter—Hold L1 + R1 and press X, O, □, □, X, O  
Refill Magic—Hold L1 + R1 and press □, O, X, □, △, O  
Skip current level—Hold L1 + R1 + L2 + R2 and press □, X, □, O, O, □

### SPEC OPS: RANGER ELITE

#### Invisibility

At the main menu, select "One Player Game." Next, enter R O C K S T A R as your name at the following screen. When you begin the mission, press START to enter the pause menu. A new menu item, "Invulnerable" may now be toggled on and off.

### SPEED RACER

#### Access All Cars

At the car-select screen, hold L1 + L2 + R1 + R2 + SELECT + Down and press □; now all of the cars in the game will be available.

#### Extra Camera Views

During a race, press START; while the game is paused, press Right five times, then Left five times. Now return to the game and cycle through the different camera views; you'll find two new long-distance settings.

## Change the Time of Day

At the course select screen you can choose to race at different times of the day if you hold certain buttons down when you make your selection as follows:

- Hold L1 + L2 to race in bright daylight
- Hold R1 + R2 to race at night
- Hold L1 + L2 + R1 + R2 to race at twilight

### SPICE WORLD

#### Giant Spice

At the menu screen where your character walks across the globe, hold the START button and press O, □, O, □.

#### Hidden Messages

Also at the "globe" menu, hold the START button and press O, △, △, O. You'll see the code on the screen to confirm. Now hold START + SELECT and press O, O, O, O to see a hidden message. You can also try △, △, △, △ or □, □, □, □; repeat each code to turn the corresponding message off.

#### Handbag Code

At the globe menu, hold the START button and press □, △, O, △. With that code on the screen, enter the television studio with your "act" prepared. Instead of standing in a line, the girls will be crowded around a pile of handbags on the floor.

#### Naked Spice Code

At the globe menu, hold the START button and press O, △, △, O. Next, press L1 + L2 + R1 + R2 + START + SELECT simultaneously to reset the game. You'll get an alternate title screen that shows the Spice Girls...naked?

### SPIDER: THE VIDEO GAME

#### Cheat Codes

Press START at any time during the game to pause, then enter either of the following codes at the pause screen:  
• Refill Energy + Weapon Power-Up—Press □, X, X, X, O, X, □, △, X, □, △, O. Repeat whenever necessary.

- Change into a Flea—Press □, O, △. Repeat the same code to change back into the spider.

### SPIDER-MAN

#### Cheats

From the main menu, select "Special," then select "Cheats." At this screen, you may enter any of the following cheats. Note the spaces in some of them. After entering a correct code, you'll hear a special sound effect, plus a short description of the code will appear on the screen.

#### EEL NATS—Unlock almost everything

#### BLKSPIDER—Symbiote Spidey costume

#### TWNTYNDN—Spidey 2099 costume

#### S COSMIC—Captain Universe costume

#### PARALLEL—Spidey Unlimited costume

#### LETTER S—Scarlet Spider costume

#### AMZBGMAN—Amazing Bag Man costume

#### BNREILLY—Ben Reilly costume

#### MJS STUD—Peter Parker costume

#### ALMSTPKR—Quick Change costume

#### CGOSSETT—Storyboard viewer

#### ALLIXXC—All 6 game comic covers

#### XCLSIOR—Level select

#### CMC BUFF—All 32 comic covers

#### WATCH EM—Movie viewer

#### CVIEW EM—Character viewer

#### GBHRSRPM—What If contest

#### DULUX—Big head

#### RULUR—Joel Jewett as J. Jonah Jameson

#### RUSTCRST—Invulnerable

#### STRUOL—Infinite webbing

### SPIDER-MAN 2: ENTER ELECTRO

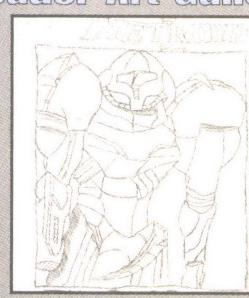
#### Cheat Codes

From the main menu, select "Special," then select "Cheats" and enter any of the following codes. After entering each one correctly, Stan Lee will exclaim, "Excelsior!"

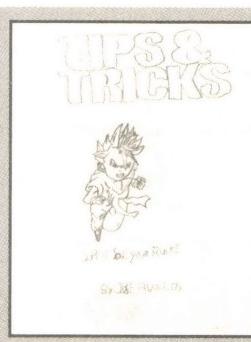
## TIPS & TRICKS. Reader Art Gallery



by James Gomez,  
Barstow, CA



by Armando Lopez Ojeda,  
Bayamon, Puerto Rico



by Jose Avalos,  
Madera, CA



by Kevin Warren,  
Loveland, CO

**THE FAIRLY ODDPARENTS  
ENTER THE CLEFT****Password**

Country Boy, Country Boy, Country Boy,  
Country Boy, Vicky—All stages cleared

**FIRE PRO WRESTLING****Unlock All Wrestlers**

Choose "Edit" from the main menu, then access the "Edit Wrestler" option and select "Name Entry" at the Wrestler Edit Menu. Enter the following names exactly as shown:

- Change the nickname from "Fire Fighter" to "ALL"
- Change the first name from "FIRE PW" to "STYLE"
- Change the last name from "A" to "CLEAR"

Now press **START** to confirm. Notice that the wrestler's name has not changed on the Wrestler Edit Menu. Now all of the secret wrestlers have been unlocked.

**FROGGER'S ADVENTURES 2****THE LOST WAND****Secret Levels**

At the main title screen, press **Up, Up, Down, Down, Left, Right, Left, Right, B, A**; you'll hear a signal to confirm. With this code in place, press the **R** button at the main menu to access a new set of secret levels called "Magician's Realm."

**GOLDEN SUN****Customize Player Names**

At the name entry screen that appears when you start a new game, press the **SELECT** button three times; you'll hear a chime. After you choose a name for the main character, you'll be able to choose different names for Garet, Ivan and Mia. At any time before you've finished naming these three additional characters, press **Up, Down, Up, Down, Left, Right, Left, Right, Up, Right, Down, Left, Up, SELECT** and you'll be able to rename Felix, Jenna and Sheba as well.

**GRADIUS GALAXIES****Power-Up**

At any time during the game, press **START** to pause, then press **Up, Up, Down, Down, Left, Right, Left, Right, B, A**. When you unpause, your ship will be equipped with the highest level of all power-ups. This code can only be used once per game.

**Self-Destruct**

At any time during the game, press **START** to pause, then press **Up, Up, Down, Down, Left, Right, Left, Right, B, A**. When you unpause, your ship will be equipped with the highest level of all power-ups...but it will self-destruct after a few seconds.

**GT ADVANCE CHAMPIONSHIP RACING****Secret Codes**

Enter any of the following codes at the title screen:

Watch the ending credits—Hold **L + R + Up** and press **B**

Unlock Extra 1 mode (go kart racing)—Hold **L + R + Right** and press **B**  
Unlock Extra 2 mode (formula car racing)—Hold **L + R + Left** and press **B**  
Unlock all tuning parts—Hold **L + R**, point the D-pad in the **Down/Right** position and press **B**

Unlock all cars—Hold **L + R**, point the D-pad in the **Up/Left** position and press **B**  
Unlock all courses—Hold **L + R**, point the D-pad in the **Up/Right** position and press **B**

**Password**

S/PD W1/H L8Q8 >VbB—Unlock all Championship Mode classes

**HEY ARNOLD! THE MOVIE****Play as Helga**

At the "Area Select" screen, press **Up, Down, Right, Left, Left, Right, Down, Up, SELECT**. To return to playing as Arnold, just enter the code again.

**INSPECTOR GADGET****ADVANCE MISSION****Passwords**

- \* 7 \* M M 1 4—Statue of Liberty: In the Statue
- \* 3 H M L 1 4—Statue of Liberty: The Flame of Liberty
- R 3 \* 3 M 6 4—The Tower: The Tower Keeps Watch
- R 7 H 3 L 6 4—The Tower: The Lift
- \* C H 3 L 2 4—The Tower: Higher Than Everything
- \* H \* 3 M 2 4—The Great Wall: At the Foot of the Great Wall
- R 5 \* 3 M R 4—The Great Wall: On the Great Wall
- \* 3 R M 3 3 P—Big Ben: The Palace
- R H R M 3 7 P—Big Ben: The Top
- R C 7 M 2 7 P—Egypt: The Valley of Kings
- \* 9 R 3 X P—Egypt: The Great Pyramid

**IRIDION 3D****Stage Select**

Enter the Password entry screen and enter the code \*SHOWT1M3\* (be sure to include the \* symbols). Now you'll find two new items at the Options menu: "Start Level" allows you to start at any stage and "Start at Boss" lets you skip directly to the boss of the stage you chose.

**Quick Exit**

Enter the Password entry screen and enter the code \*S3L3CTON\* (be sure to include the \* symbols). Now you can exit to the title screen at any time by pressing the **SELECT** button during the game.

**Picture Gallery**

Enter the password \*G4LL3RY\* (be sure to include the \* symbols). This allows you to view a "slide show" of Iridion 3D artwork.

**JACKIE CHAN ADVENTURES  
LEGEND OF THE DARK HAND****Stage Select**

At the title screen—when the words "Press Start" appear—hold the **R** button and press **B, A, Left, Down, Up, Right**. A

menu will appear that allows you to warp to any stage. Set the "Scrolls" option to "All" to start with all the Special Scroll Attacks.

**JAZZ JACKRABBIT****Cheat Codes**

At any time during the game, press **START** to pause, then enter any of the following codes. Note: Each code can only be used once per game.

500 space credits—**Right, Left, Right, Left, L, R, Up, Up, R, R, L**  
1,000 space credits—**Up, Down, Up, Down, Left, Right, L, R, L, R, L**  
5,000 space credits—**Up, Right, Down, Left, L, Right, Left, R, R, L**

**KAO THE KANGAROO****Password**

Palm Tree, Lamp, Frog, Glove, Kao—Unlock all levels

**KONAMI COLLECTOR'S SERIES****ARCADE ADVANCED****Secret Code**

Choose any game from the main menu, then—when the game's "attract mode" or title screen appears—press **Up, Up, Down, Down, Left, Right, Left, Right, B, A**; you'll hear a chime to confirm the code. This code has a different effect in each of the six games as follows:

- Frogger—Enhanced graphics + music
- Scramble—Enhanced graphics + music
- Time Pilot—Rapid-fire (hold **A** button) + extra stage "???? B.C." appears after Stage 5
- Gyruss—Enhanced graphics, extra stages + lives
- Yie Ar Kang Fu—Two extra opponents in 1p mode (Bishoo and Clayman)
- Rush'n Attack—Start with seven lives instead of five + two extra stages appear after Stage 4

**LARA CROFT: TOMB RAIDER  
THE PROPHECY****Passwords**

GAZE, MEDI, HAXE, PATH, BONE, TREE, LINK—Wolf's Fang Peak

KURZ, HELL, WEFX, MEMO, HEAR, FITZ, ELRC, CLIK, MGSL—Angkor Wat

ROMA, MONK, AEON, TIME, OLIM, LAND, DART—Laconia Island

HILL, CHEX, STLK, MECH, ARKD, MUSH, SPOK, LITH—Teg-Du-Bhorez Headquarters

ARIA—See the credits

**LILo & STITCH****99 Lives**

Highlight "Start Game" at the main menu, hold **R + SELECT** and press **A** to begin the game with 99 lives.

**Passwords**

Stitch, Ray Gun, Stitch, UFO, UFO, Stitch, UFO—Level 1: Kuai

UFO, Ray Gun, Stitch, Stitch, UFO, Stitch, UFO—Level 2: Lilo 1

Stitch, Pineapple, Stitch, UFO, Stitch, Stitch, UFO—Level 3: Space 1

UFO, Pineapple, Stitch, Stitch, Stitch, Stitch, UFO—Level 4: Junkyard

Stitch, Ray Gun, UFO, UFO, UFO, Stitch—Level 5: Lilo 2

UFO, Ray Gun, UFO, Stitch, UFO, UFO, Stitch—Level 6: Space 2

Stitch, Pineapple, UFO, UFO, Stitch, UFO, Stitch—Level 7: Trains

**MASTERS OF THE UNIVERSE  
INTERACTIVE****HE-MAN: POWER OF GRAYSKULL****Password**

W R K L K D M G—Unlock all stages

**MEN IN BLACK: THE SERIES****Cheat Passwords**

L V F R V D D—Invincibility

N F N T M M D D—Infinite ammo

L L W P N S D D—Have all weapons

**Stage Passwords**

F G H T R M N S—Episode Two: Forest Landing Site

H S D S H S B S—Episode Three: Alien Technology Lab

M X N M S N N G—Episode Four: Rocket Silo

T H X B X S C K—Episode Five: MIB Safe House

N N T N D W N Y—Episode Six: Halloween in Manhattan

**MONSTER FORCE****Level Skip**

At any time during gameplay (not while paused), hold **L + R + A** and press **Up** to complete the current level.

**Invincibility**

At any time during the game, press **START** to pause. At the pause screen, hold **L + R + B** and press **Down**; you'll hear a special sound effect to confirm. Now your energy will automatically refill whenever it gets too low. Entering the code again will disable it.

**Exit Level**

While at the pause screen, you can return to the level-select screen by pressing **L + R + A**.

**MONSTERS, INC.****Passwords**

L R B 1 3 G—Around the House

7 Q C Z B 9—Don't Look Down

**MORTAL KOMBAT: DEADLY ALLIANCE****Quick Koins**

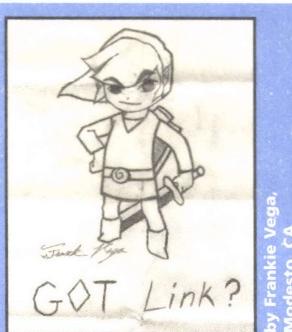
Choose "Profile" from the main menu, then create a new profile and enter your name as "KWIKKASH." You'll start with 25,000 koins in reserve.

**NBA JAM 2002****Unlock Beach and Street Courts**

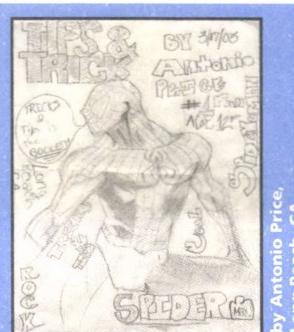
At the main menu, select "Season," then select "Password" and enter "LH-NGGDBLBGT" as your password. The text "Courts Unlocked" will appear briefly at the bottom of the screen.

**NFL BLITZ 20-02****Secret Teams**

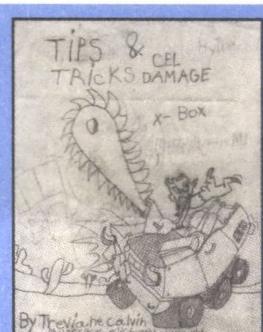
At the title screen—after the words "PRESS START" appear—press **A, B, SELECT, Up, Right, Down**; you'll hear a voice say, "Wooh, yeah!" to confirm the



by Frankie Vega,  
Modesto, CA



by Antonio Price,  
Long Beach, CA



By Trevaline Calvin,  
Muskegon, MI



by Fernando Ruiz,  
Corona, CA

code. Now you can access two secret teams in Exhibition mode: the Emerson Ogres and Team Midway.

#### Cheat Codes

Enter any of the following codes at the "VS" screen right after you choose your opponent's team. The numbers represent the number of times you have to press the L, B and A buttons respectively in order to change the symbols at the bottom of the screen, followed by the R button to confirm. For example, to enter the Infinite Turbo code, press L four times, B three times, A twice, then R to confirm the code. You have a limited amount of time before the game starts, so you must enter the codes quickly if you want to use more than one.

4-3-2—Infinite Turbo  
1-3-2—Ancient coliseum  
2-2-5—Snow stadium  
3-1-3—Shadow players

#### NICKTOONS RACING

##### Cheat Code

At the main menu, hold the R button and quickly press START, SELECT, L, SELECT, START; you'll hear Stimpy say, "Oh, joy!" if you're fast enough. Now the secret character is unlocked as well as all tracks, cups and difficulty levels.

#### PAC-MAN COLLECTION

##### Pac-Attack Puzzle Mode Passwords

S R Y—Stage 10  
M W S—Stage 20  
W H T—Stage 30  
R M N—Stage 40  
W L C—Stage 50  
T M P—Stage 60  
W T M—Stage 70  
B S K—Stage 80  
B T F—Stage 90  
L S T—Stage 100

#### THE PINBALL OF THE DEAD

##### Passwords

Choose "Continue" from the main menu, then use the "Enter Password" option to input any of the following codes. After entering any of the first three codes, press the R button at the Options menu to view the Sound Test, Movie Test and View Ending options.  
! O P 3 N S N D T 3 S T !—Unlock Sound Test  
M 0 V 1 3 P L 3 S 3 N T !—Unlock Movie Test  
S H O W M 3 3 N D 1 N G !—Unlock View Ending  
D O N T N 3 3 D M 0 N 3 Y—Unlock Boss Mode at Game Start menu

#### PITFALL: THE MAYAN ADVENTURE

##### Unlimited Continues

When you lose your last life and the "Continue" screen appears, highlight the "Continue" option and press B repeatedly. Instead of being reduced by just one, you'll see your remaining continues change to "0," then "9"—but you have to be quick enough to do it before Harry Jr. runs off the screen.

Now the number of continues will remain at nine each time you run out of lives.

#### Stage Select

At the title screen, wait until the boomerang appears, then press L, SELECT, A, SELECT, R, A, L, SELECT; you'll see the name of the first stage ("Forest 1") appear in the center of the screen. Now hold SELECT and use the L and R buttons to choose a starting stage; when you start the game, you'll go directly to the stage you chose. Note: With this code in place, if you press SELECT while the game is paused, you'll be sent back to the title screen.

#### Level Warp

With the stage-select code in place as described above, start a game, then hold the SELECT button and you can use the D-pad to move Harry Jr. to any part of the current stage.

#### Infinite Weapons

With the stage-select code in place, you can also refill your weapon supplies at any time during the game if you hold the SELECT button and press B; you'll see the item counters jump to 99.

#### POWER RANGERS TIME FORCE

##### Password

Enter the password "8 Q S D" to start the game at the last boss.

#### POWER RANGERS WILD FORCE

##### Passwords

L M S B T—Ghost Town / Turtle Cove Park  
3 4 S B T—Factory  
M 3 9 B B—Turtle Cove Harbor  
N 5 9 B F—Cruise Ship  
P P S B G—Temple Ruins / Jungle  
7 P 9 C J—Aquarium

#### RAMPAGE PUZZLE ATTACK

##### Password

G J P P N L P T N Q—All stages and characters

#### RAYMAN ADVANCE

##### Secret Codes

At any time during gameplay, press START to pause the game, then enter any of the following codes. After entering a correct code, you'll hear a special sound effect. You will have to exit the current level to see the effects of the "Unlock all levels" code.

99 lives—Left, Right, Down, Right, Left, R

Unlock all levels—Up, Left, Right, Down, Right, L

Invincibility—Right, Up, Right, Left, Right, R

All powers—Down, Left, Right, Left, Up, L

25 extra Tings—R, Up, Left, Right, Left, L

Infinite Continues

At the "Continue!" screen, press Up, Down, Right, Left, START before the timer expires. If you enter the code correctly, the number of remaining continues will remain the same; you can re-

peat this code each time you run out of lives to continue indefinitely. NOTE: This code will not work unless the number of continues remaining is three or less.

#### READY 2 RUMBLE BOXING: ROUND 2

##### Secret Characters

Enter the following codes at the main menu to unlock the three hidden characters. You'll hear a cheer to confirm each code:

Michael Jackson—Highlight the word "Arcade," then press Left, Left, Right, Right, Left, Right, then L + R simultaneously

Rumbleman—Highlight the word "Championship," then press Left, Left, Right, Left, Right, Right, Left, Right, then L + R simultaneously

Shaquille O'Neal—Highlight the word "Survival," then press Left, Left, Left, Right, Right, Left, Left, Right, then L + R simultaneously

#### REIGN OF FIRE

##### Password

9 X L ? G S B 7 8—See the credits (this code also unlocks all of the levels at the Rankings menu)

#### THE REVENGE OF SHINOBI

##### Password

6 7 M B - F N N G - V L & Y - F W Z 5—Unlock all stages

#### THE RIPPING FRIENDS

##### Password

Choose "Password" from the main menu and press Right, L, Up, Down, B, Left, Left, Right, Left to unlock all levels in one-player, multiplayer and Deathmatch modes.

#### RUGRATS: CASTLE CAPERS

##### Password

Enter the password "J S J R J K S L X C F" to begin the game with all six levels accessible.

#### THE SCORPION KING

##### SWORD OF OSIRIS

##### Stage Select + Character Select

At the main menu, select "Continue," then press Down, Down, Right, Up, Right, Up, Right, Down, Down, START. A stage select menu will appear. At the stage-select menu, point the arrow to the name of the stage you want to play, then press START to play as Mathayus or press SELECT to play as Cassandra.

#### SEGA SMASHPACK

##### Ecco the Dolphin: Cheat Menu

Start the game and move Ecco left and right. Press START to pause while Ecco is turning—you have to catch him while he's facing you. Next, press Right, B, R, B, R, Down, R, Up. A cheat menu appears, offering such options as stage select, sound test, message test, invincibility and more.

##### Sonic Spinball: Stage Select

Choose "Options" from the title screen, then—when the Options menu ap-

pears—press L, Down, R, Down, A, Down, L, R, Up, L, A, Up, R, A, Up; you'll hear a fanfare to confirm the code. Now return to the title screen and enter one of the following codes:

- Hold L and press START to warp to the "Lava Powerhouse" stage.
- Hold R and press START to warp to the "Machine" stage.
- Hold A and press START to warp to the "Showdown" stage.

##### Sonic Spinball: See the Credits

Choose "Options" from the title menu, then—when the Options menu appears—press A, Up, R, Up, L, Up, A, R, Down, A, L, Down, R, L, Down; you'll hear a fanfare and the game's credits will appear.

#### SHAWN PALMER'S PRO SNOWBOARDER

##### Password

Q F J 7 M P 9 N ? 5 C M 4—All boards and levels unlocked for Shaun Palmer

#### SONIC ADVANCE

##### Play as Sonic w/Tails

Choose "Game Start" from the main menu. At the character-select screen, highlight Sonic, then press Up, Right, Down, Right, L, Right, R, Right, A. You'll hear a chime to confirm. Now you'll be playing as Sonic with Tails following behind you, just like *Sonic the Hedgehog 2* on the Sega Genesis.

#### SPIDER-MAN: MYSTERIO'S MENACE

##### Password

Enter the password "J V 3 1—" to begin the game with all levels unlocked and all items.

#### SPONGEBOB SQUAREPANTS SUPERSPONGE

##### Password

Enter the password "W M B T" to select any level.

#### SPORTS ILLUSTRATED FOR KIDS BASEBALL

##### Cheat Codes

Select the "Cheat Codes" option from the Team Management menu in Season mode and enter any of the following codes to add all-star players to your roster:

B E S T B U Y S T R—Michael Quince (1B)  
S I K S T A R—Eddie Penn (2B)  
B A M S T A R—Riley Waters (SS)  
G A M E S T O P—Keith Fisher (3B)  
S I K P O W E R—Tecumseh Brown (LF)  
E B R U L E S—Nateo Geonni (CF)  
G O C I R C U I T—Mark Modesto (RF)  
T O Y R U S C O M—Mateo Demoni (C)  
T A R G E T P L Y R—George Stocks (P)

#### SPORTS ILLUSTRATED FOR KIDS FOOTBALL

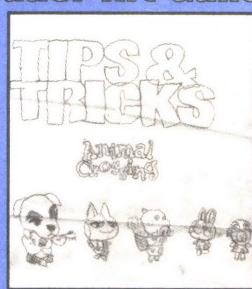
##### Cheat Codes

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## TIPS & TRICKS Reader Art Gallery



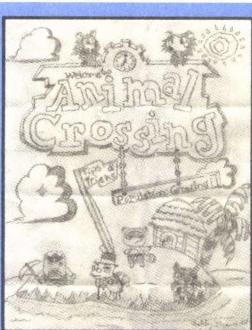
by James Hopkins,  
Memphis, TN



by Antonia Flores,  
Tumon, Guam



by Kaitlyn Morrissey,  
Lima, OH



by Ashley Brown,  
Fairview, NC

CIRCUIT FUN—Mark Haruf (QB/SS)  
T A R G E T S T A R—Ryan Hunter (RRB/SS)

T O U C H D O W N—Sammy Rivera (LE/RILB)

B E S T B U Y P W R—Wayne Selby (C/RT)  
R Z O N E S T A R—Hal Church (LG/LOLB)

E B P L A Y E R—Eddie Brown (LRB/ROLB)

B A M P L Y R—Mac Marshall (RRB/FS)

S I K P O W E R—Rob Lewis (LRB/ROLB)

S I K S T A R—Sandy Sanders (RE/LOLB)

#### SPY HUNTER

##### Secret Codes

Enter any of the following codes as your name when creating a new agent file; the corresponding cheat will then be active, but only when using that file:  
E D A C R A—Unlock Arcade Mode  
S U P E R S P Y—Unlock "Super Agent" difficulty option at mission select menu  
B U Y M K D A—Unlock all cheats at System Options menu

##### Unlock Everything

Note: You must clear all three agent files in order to enter this code. Select the first file and enter your name as "BEST". Next, select the second agent file and enter your name as "GAME", then select the third agent file and enter "EVER" as your name. Now select the "BEST" save slot and you'll find that Arcade Mode, all of the cheats and all of the missions have been unlocked, including the "Super Agent" missions. Once this code is in place, you may delete the "GAME" and "EVER" agent files if you wish.

##### Blood Code

During any of the "Eliminate Chickens" stages, press START to pause, then press Left, Left, Right, Right, Right, Left, Left, A to make the chickens bleed when you hit them. Enter the code again to disable it.

##### Clear Cartridge Memory

To reset the "Top Agents" high score table in Arcade Mode, press Up, Up, Down, L, R, L at the copyright screen that appears when you first turn the game on. To erase the entire cartridge memory—including all saved game data—press Left, Left, Right, Left, R, R at the copyright screen.

#### SPYRO: SEASON OF ICE

##### Cheat Codes

At the title screen—while the words "Press Start" are flashing—enter any of the following codes:

Stage select (highlight the name of any stage in the Atlas and press A to go there)—Down, Up, Down, Left, Right, Up, Left, Up, A

Unlock all Portals—Down, Down, Up, Up, Left, Right, Up, Down, A

99 lives—Left, Right, Right, Right, Down, Up, Right, Up, A

Infinite energy in Sparx rounds—Down, Up, Up, Down, Left, Right, Right, Left, A

Infinite Powerup Shots (L button) in Sparx rounds—Down, Right, Up, Left, Left, Up, Right, Down, A

Unlock special features in Sparx rounds—Right, Up, Right, Left, Down, Up, Left, Down, A

The special features are as follows:

- Hold L and press SELECT for all keys
- Hold Up and press SELECT for shield power-up (L button)
- Hold Left and press SELECT for rapid-fire Powerup Shots
- Hold Down and press SELECT for homing Powerup Shots
- Hold Right and press SELECT for Smart Bomb Powerup Shots

#### SPYRO 2: SEASON OF FLAME

##### Infinate Lives

At the title screen, press Left, Right, Left, Right, Right, Right, Up, Down, B. You'll hear a special sound effect to confirm after entering the code correctly. Now, when you start a game, your stock of lives will not decrease after you die.

#### STAR WARS: JEDI POWER BATTLES

##### Passwords

V C J O X Y K—Level Select for Mace Windu or Darth Maul  
V H R 3 B F J—Level Select for Qui-Gon Jinn

#### STAR WARS: THE NEW DROID ARMY

##### Cheat Codes

Enter any of the following codes at the password menu. An "invalid password" message will appear, but the cheats will still take effect.

2 D 4—Enable stage select (press L or R at the main menu to choose a stage)

F R C—Unlock all force powers

8 I T—Start with 200 health and Force power

S K Y—Play as Luke Skywalker

B T W—Diagonal control scheme

L N G—Unlock "Language" option at Options menu

#### STAR X

##### Cheat Passwords

Choose "Start" from the main menu, then select "Password" and enter any of the following codes:

G S H A R D—Invincibility

G S B O O M—Infinite Smart Bombs

G S M A X—Always have max. weapons

#### SUPER MONKEY BALL JR.

##### Cheat Codes

Enter the following codes at the title screen while the words "Press START" are flashing. Note: The codes must be entered very quickly or they won't register.

Unlock all stages in Practice mode, all mini-games and "Credits" option at the Game Options screen—Down, Down, Up, Up, Left, Right, Left, Right, B, A

Blocky graphics with improved frame rate—Left, Left, Right, Right, Right, Down, A

Display "Nice Try" message—Up, Up, Down, Down, Left, Right, Left, Right, B, A

Disable blood effects—Hold R, press B, Left, Up, Down, Left, START, START (enter the code again to turn the blood effects back on)

Spider-Man Super Wall Rides—Hold R, press Right, A, Down, B, A, START, Down, A, Right, Down (this code will not work unless you have already un-

#### TACTICS OGRE: THE KNIGHT OF LODIS

##### Music Mode

At the main menu, select "New Game." When the "Enter Name" prompt appears, enter "MUSIC.ON" as your name. Instead of starting a game, you'll automatically enter a special mode where you can listen to all of the background music in the game.

#### TETRIS WORDS

##### "Popular" Mode

Choose "Marathon" from the main menu, then hold L and press SELECT at the "Select Game" screen in Marathon mode. A new option called "Popular" will appear; this mode features simplistic graphics which are more like the original Tetris and does not include the "Ghost Piece" feature.

#### TONY HAWK'S PRO SKATER 2

##### Main Menu Cheat

The following code can be entered at the main menu screen. Each time you enter a code correctly at this screen, the menu wheel will spin and you'll hear a signal to confirm:

Change all of the blood and grinding "spark" effects to smiley faces—Hold R, press START, A, Down, B, A, Left, Left, A, Down (enter the code again to disable it)

##### "Paused" Menu Cheats

Press START during a game and you can enter any of the following codes at the "Paused" menu. Each time you enter a code correctly, the screen will shake and you'll hear a signal to confirm:

Unlock Spider-Man as a playable character—Hold R, press Up, Up, Down, Down, Left, Right, Left, Right, B, A, START

Unlock Mindy as a playable character—Hold R, press A, Left, Left, Up, Right, B, A, START

Get enough money to unlock all of the game's levels—Hold R, press A, START, A, Right, Up, Up, Down, Down, Up, Up, Down

Zoom in and out repeatedly—Hold R, press Left, A, START, A, Right, START, Right, Up, START (enter the code again to disable its effects)

Set the stage timer to 0:00, ending your run immediately—Hold R, press Left, Up, START, Up, Right (this code doesn't have any effect in Free Skate mode)

##### Additional Cheats

Each of the following codes can be entered either at the main menu or the "Paused" menu:

Unlock all of the cheats at the Options menu—Hold R, press B, A, Down, A, START, START, B, A, Right, B, Right, A, Up, Left

Disable blood effects—Hold R, press B, Left, Up, Down, Left, START, START (enter the code again to turn the blood effects back on)

Spider-Man Super Wall Rides—Hold R, press Right, A, Down, B, A, START, Down, A, Right, Down (this code will not work unless you have already un-

locked Spider-Man as a playable character. With the code in place, if you play as Spider-Man and do a wall ride, you will continue to move up the wall until you hit the ceiling or the edge of the screen)

All levels 100% complete—Hold R, press B, A, Left, Down, B, Left, Up, B, Up, Left, Left (this code also unlocks all of the cheats at the Options menu, the two secret characters and gives you all the money in the game). Note: If you enter this code at the main menu and not the "Paused" screen, you must immediately choose the "Continue Career" option from the Career Mode menu or the code's effects will not appear

#### TUROK: EVOLUTION

##### Inventory Password

Enter K L 9 8 7 N T 4 6 5 as your Inventory Password to start with lots of weapons and ammo.

##### Level Passwords

6 T 8 K—Battlefields 2

T 7 R 3—Battlefields 3

4 V 2 T—Battlefields 4

7 N R 1—Abandoned Subway 1

V R 0 5—Abandoned Subway 2

2 T 7 4—Abandoned Subway 3

3 9 K V—Abandoned Subway 4

K V 4 1—Jungle of Darkness 1

V 0 5 2—Jungle of Darkness 2

3 6 7 8—Jungle of Darkness 3

L V 1 5—Jungle of Darkness 4

3 K 2 1—The Fortress 1

9 V L 2—The Fortress 2

T V 7 L—The Fortress 3

5 R T V—The Fortress 4

K 6 9 L—The Final Frontier 1

7 5 9 T—The Final Frontier 2

3 6 4 V—The Final Frontier 3

T K 8 N—The Final Frontier 4

#### URBAN YETI!

##### Passwords

Choose "Continue" from the main menu, then enter any of the following passwords to begin at the stage indicated with three credits:

F O R E W O R D—Level 1: Industrial Island (Part 2)

V E N G E F U L—Level 2: The City

P I N G P O N G—Mini-Game: Discus Tournament

D U M P S T E R—Level 3: The City

Y E T I R A F T—Mini-Game: Lazy Sewer o' Fun

C I T I Z E N S—Level 4: The Suburbs

P R O V I D E R—Mini-Game: Yeti Chicken Rancher

T O N Y G O L D—Secret cheat menu

#### YOSH'S ISLAND

##### SUPER MARIO ADVANCE 3

##### Bonus Stage Menu

At the stage-select screen, hold the SELECT button and press L, L, B, A, R. A secret menu will appear that allows you to play any of the game's mini-battles.



by Hector Rivera,  
Rochester, NY



by Corey Cornell,  
Brazil, IN



by Kevin Romero,  
Moreno Valley, CA



by James Hyatt,  
Phoenix, AZ



**Codes for use with  
Action Replay V2 Game Enhancers  
(Codes are 100% compatible with  
GameShark 2 brand Game Enhancers)**

## PlayStation 2

### Aero Elite: Combat Academy

0E3C7DF2-1853E59E +  
EE8DCC22-BCBACD32—[M] Must be on  
CE4FC62C-BCA99E6A—Gun ammo  
DE4FF33E-BCB8DDC2—Big score

### All-Star Baseball 2004

0E3C7DF2-1853E59E +  
EEBD735A-BCEA1EEA—[M] Must be on  
CE58A2CE-BCA9C292—Infinite Pack points

### Clock Tower 3

0E3C7DF2-1853E59E +  
E17CB1A2-BD2BE0B2—[M] Must be on  
C10AE874-BCA99B83—No fear  
C10AEC06-BCA99B88—Infinite holy water

### Dynasty Warriors 4

0E3C7DF2-1853E59E +  
EE9E9CCE-BCC9FD56—[M] Must be on  
CEBB3F26-BCA9C292—9,999 Kills (Player 1)  
CE4EBD9E-BCA9A120—Infinite time (Off. x2)  
CE4EBD9A-BCA9A120—Infinite time (Def. x2)  
CE4EBDA6-BCA9A120—Infinite time (Speed Up)  
CE4EBDA2-BCA9A120—Infinite time (Musou Max.)  
CE4CADA2-BCA99BE6—99 arrows (Player 1)  
CEBB0F4-BCA9C292—Max. BG points (ROTK)  
CEBD754-BCA9C292—Max. BG points (Koei)  
CEBD734-BCA9C292—Max. BG points (Mystery)  
CEBB064-BCA9C292—Max. BG points (Kessen)  
DEBBDC9E-FBA89A82—All movies  
FEBBDC46-BCA99B84—Enable Zhao Yun  
FEBBDC5E-BCA99B84—Enable Guan Yu  
FEBBDC76-BCA99B84—Enable Zhang Fei  
FEBBDC0E-BCA99B84—Enable Xiahou Dun  
FEBBDC26-BCA99B84—Enable Dian Wei  
FEBBDC3E-BCA99B84—Enable Xu Zhu  
FEBBDCD6-BCA99B84—Enable Zhou Yu  
FEBBDCEE-BCA99B84—Enable Lu Xun  
FEBBD386-BCA99B84—Enable Taishi Ci  
FEBBD39E-BCA99B84—Enable Diaochan  
FEBBD3B6-BCA99B84—Enable Zhuge Liang  
FEBBD34E-BCA99B84—Enable Cao Cao  
FEBBD366-BCA99B84—Enable Lu Bu  
FEBBD37E-BCA99B84—Enable Sun Shang Xiang  
FEBBD316-BCA99B84—Enable Liu Bei  
FEBBD32E-BCA99B84—Enable Sun Jian  
FEBBD3C6-BCA99B84—Enable Sun Quan  
FEBBD3DE-BCA99B84—Enable Dong Zhuo  
FEBBD3F6-BCA99B84—Enable Yuan Shao  
FEBBD28E-BCA99B84—Enable Ma Chao  
FEBBD2A6-BCA99B84—Enable Huang Zhong  
FEBBD2B8-BCA99B84—Enable Xiahou Yuan  
FEBBD256-BCA99B84—Enable Zhang Liao  
FEBBD26E-BCA99B84—Enable Sima Yi

FEBBD206-BCA99B84—Enable Lu Meng  
FEBBD21E-BCA99B84—Enable Gan Ning  
FEBBD236-BCA99B84—Enable Jiang Wei  
FEBBD2CE-BCA99B84—Enable Zhang Jiao  
FEBBD2E6-BCA99B84—Enable Xu Huang  
FEBBD1FE-BCA99B84—Enable Zhang He  
FEBBD196-BCA99B84—Enable Zhen Ji  
FEBBD1AE-BCA99B84—Enable Huang Gai  
FEBBD146-BCA99B84—Enable Sun Ce  
FEBBD15E-BCA99B84—Enable Wei Yan  
FEBBD176-BCA99B84—Enable Pang Tong  
FEBBD10E-BCA99B84—Enable Meng Huo  
FEBBD126-BCA99B84—Enable Zhu Rong  
FEBBD13E-BCA99B84—Enable Da Qiao  
FEBBD1D6-BCA99B84—Enable Xiao Qiao  
FEBBD1EE-BCA99B84—Enable Cao Ren  
FEBBD086-BCA99B84—Enable Zhou Tai  
FEBBD09E-BCA99B84—Enable Yue Ying  
FEBBD086-BCA99B84—Enable Bodyguard 1  
FEBBD04E-BCA99B84—Enable Bodyguard 2  
FEBBD066-BCA99B84—Enable Bodyguard 3  
FEBBD07E-BCA99B84—Enable Bodyguard 4

### Grand Prix Challenge

0E3C7DF2-1853E59E +  
EE8BD742-BCBCC2D2—[M] Must be on  
CE10C126-BCA99B84—1 Lap (Quick Race)  
CE10C09E-BCA99B84—1 Lap (Grand Prix)  
CE10C1CE-BCA99B84—1 Lap (Championship)

### MLB SlugFest 20-04

0E3C7DF2-1853E59E +  
EE836842-BCC429D2—[M] Must be on  
0EB670F8-BCA99582 +  
CEBA523A-BCA99BB5 + 0EB670F8-BCA99582  
+ CEBA52F6-BCA99BB3—Press L1 + L2 for  
home team win  
0EB670F8-BCA99082 + CEBA523A-BCA99BB3  
+ 0EB670F8-BCA99082 +  
CEBA52F6-BCA99BB5—Press R1 + R2 for  
away team win  
CEBA570-BCA99DD4B—Infinite turbo (Home)  
CEBA570-BCA99B83—No turbo (Home)  
CEBA57C-BCA99DD4B—Infinite turbo (Away)  
CEBA57C-BCA99B83—No turbo (Away)  
CEBA52DE-BCA99B8D—Infinite special pitch  
(Home)  
CEBA52DE-BCA99B83—No special pitch (Home)  
CEBA518A-BCA99B8D—Infinite special pitch  
(Away)  
CEBA518A-BCA99B83—No special pitch (Away)

### MotoGP 3

0E3C7DF2-1853E59E +  
EE90DB2-BCD7BCC2—[M] Must be on  
CE79A616-BCA99E6A—999 Points (Player 1)  
DEA82A62-BEAB9D85 +  
DEA82A6E-BEAB9D85 +  
DEA82A6A-BEAB9D85 +  
DEA82A76-BEAB9D85 +  
DEA82A72-BEAB9D85 +  
DEA82A7E-BEAB9D85 +  
DEA82A7A-BEAB9D85 +  
DEA82A06-BEAB9D85 +  
DEA82A02-BEAB9D85 +  
DEA82A0E-BEAB9D85 +  
DEA82A0A-BEAB9D85 +  
DEA82A16-BEAB9D85 +  
DEA82A12-BEAB9D85 +  
DEA82A1E-BEAB9D85 +  
DEA82A1A-BEAB9D85 +  
DEA82A26-BEAB9D85 +  
DEA82A22-BEAB9D85 +  
DEA82A2E-BEAB9D85 +  
DEA82A2A-BEAB9D85 +  
DEA82A36-BEAB9D85 +  
DEA82A32-BEAB9D85 +  
DEA82A3E-BEAB9D85 +  
DEA82A3A-BEAB9D85 +  
DEA82AC6-BEAB9D85 +  
DEA82AC2-BEAB9D85—All Challenges Gold

### Tenchu: Wrath of Heaven

0E3C7DF2-1853E59E +  
EE8D94E2-BCBA0572—[M] Must be on  
C177C9E6-BCA99A82—Enable Tesshu  
D177D1B6-BC0C9BB1—Infinite tetsubishi  
D177D1B2-BC0C9BB1—Infinite healing potion  
D177D1BE-BC0C9BB1—Infinite poison antidote  
D177D1BA-BC0C9BB1—Infinite shuriken  
D177D14Z-BC0C9BB1—Blow gun  
D177D14E-BC0C9BB1—Infinite caltrops  
D177D14A-BC0C9BB1—Infinite grenades  
D177D156-BC0C9BB1—Infinite mines  
D177D152-BC0C9BB1—Infinite smoke bombs  
D177D15E-BC0C9BB1—Infinite poison rice  
D177D15A-BC0C9BB1—Infinite colored rice  
D177D166-BC0C9BB1—Infinite strength potion  
D177D162-BC0C9BB1—Infinite fire spell  
D177D16A-BC0C9BB1—Infinite invisible spell  
D177D176-BC0C9BB1—Infinite exploding arrows  
D177D17E-BC0C9BB1—Infinite chameleon spell  
D177D17A-BC0C9BB1—Infinite ninja Armor  
D177D106-BC0C9CB1—Infinite ninja rebirth  
D177D102-BC0C9BB1—Infinite super shuriken  
D177D10E-BC0C9BB1—Infinite dog bones  
D177D126-BC0C9BB1—Infinite sticky bombs  
D177D132-BCAB9B32—Infinite Muramasa  
D177D13E-BCAB9B32—Infinite Fugaku  
D177D1CA-BC0C9BB1—Infinite tiger trap  
D177D1D6-BC0C9BB1—Infinite fireworks  
D177D1D2-BC0C9BB1—Infinite Binding spell  
D177D1DE-BC0C9B8C—Infinite decoy whistle  
D177D1DA-BC0C9BB2—Infinite Stone of Power

## GameCube

### Knockout Kings 2003

MXPZ-YC4D-YJJD7 + V29W-QBUU-2YCU1—  
[M] Must be on  
JDRA-8UJ4-CJ00F + K2E1-Z4MU-22ZDP—Add  
stats for super stats  
KB2U-9N96-AZAJX + EGE6-R85A-Z5GMV—  
Quick stat point gain  
TZJ0-BQ9E-CQ4EV + Z9MK-KQJ6-8KPGN—  
Use stat points to gain them

### The Legend of Zelda The Wind Waker

6BUE-CTGY-M9VB5 + RUVW-AT9M-05YVU—  
[M] Must be on  
60J3-MQE9H-4T513 + C6T4-3D09-HRCW5—  
Max. health  
U4VE-XDNG-E6NM5 + Q6R9-2GKA-WYJE4—  
Infinite health  
MN16-PGTY-1D3C2 + N6FR-11HN-ARCY9 +  
GUJ4-ZA72-M1GA9 + UPH8-1ZTK-M8YNZ +  
T0NR-78Y6-9GUWE + 61UP-U9E7-3KRW0—  
Full Nintendo Gallery

### MLB SlugFest 20-04

VD2N-HEMG-H0X6Z + 36NR-N331-538N8—  
[M] Must be on  
MYJB-PKM4-6Q1Q4 + 6PAG-7HWC-WF7NB +  
WNXD-0RX9-G15F7 + D6CH-A6QH-NTH0U—  
Pause and press R + Y for home team win  
80ZU-D5GV-22URU + FJBQ-1WBE-JA105 +  
MRZA-043N-5QYEH + EX7F-MUD5-F5VN1—  
Pause and press R + X for away team win  
FZXE-WEMT-G0ZXE + 08G5-F1P3-YWC6Z +  
W7T4-PDGM-XDUPJ—Pause and press R + D—  
Pad Right for 2 strikes

T2F0-55BT-JTF5T + 1WZN-YV3Q-XZKMX + G879-PMJX-6R2NC—Pause and press R + D-Pad Left for 0 strikes  
 60CX-9FDG-ZPEZV + D564-QKPW-A72GR + 5YM2-3P20-MIMFMN—Pause and press L + D-Pad Right for 2 outs  
 56F1-9BWC-CB3MC + 2WZM-YPWV-UXJQ6 + YA2E-3YAW-08T7R—Pause and press L + D-Pad Left for 0 outs  
 GVNT-PX7T-KDN0W + MF63-TM2D-CX8JQ—Home team infinite turbo  
 EGZP-7DVG-2RYCY + 4E4P-1H0W-J18UP—Home team no turbo  
 1JBB-G96U-UZUXA + UXD2-D4BG-1DZTB—Away team infinite turbo  
 U63W-M3R8-23V93 + RDT9-7XWM-PX376—Away team no turbo  
 EMMF-59XB-HJA1E + H5Y3-UEG0-EFNEF—Home team always has special pitch  
 806P-0Y3Y-3GUQV + J36B-PQ28-U4DVW—Home team never has special pitch  
 48KR-Z08A-AV4FQ + 1E45-TQBR-ZCF69—Away team always has special pitch  
 HX33-JCBC-XCQ1R + 08HC-1U05-364G7—Away team never has special pitch

### Rocky

NTPB-89CJ-BH96R + AFEB-MQA9-VQF21—[M] Must be on  
 CC4F-7QNU-ZP197 + QJWQ-3410-UMYAH—Tournament unlocked  
 3A2U-AW8G-GKUZN + DE0Y-TEV8-49GTJ—All movies unlocked  
 UYRR-RADK-FB9EG + VT0B-840U-3RM6G—Tons of characters  
 683T-1FYP-B0H6W + 9RJ6-NWAB-X3FRB + XYFY-4Y1T-CZK59—Infinite health (Player 1)  
 4AH4-PMR3-765YJ + H9CC-7FFJ-4VB99 + H4PB-RFYX-FG7XW—No health (Player 1)  
 GEKF-22JZ-APHBV + GHJ1-9PVQ-55C6D + EHFJ-PJC1-VZ9Y3—Infinite health (Player 2)  
 U4PX-1ME6-60MQ + UR8B-8VF5-B8BVN + R6JT-EMZA-F7BX8—No health (Player 2)  
 ABKE-U5T8-QTMB6 + FC3K-GCCU-UACPZ—Infinite continues in Movie mode  
 1UGW-3Y2U-62FCE + 9MDZ-BWDC-552BT—Max. strength in Movie mode  
 J9QU-Q4AF-9PGD7 + BUEW-QJVK-3EXTN—Max. speed in Movie mode  
 RDUD-61T1-7A7HQ + 7TFE-A3JE-W8RMA—Max. stamina in Movie mode  
 1G6C-8W6F-06BHW + E036-6NKB-9AKM4—Max. determination in Movie mode  
 H4F5-GDRJ-ZJ74Y + B81V-NCE9-AX8FJ—Max. movement in Movie mode

### Spider-Man

JMBT-7VYD-BRRT6 + W396-9WVC-F6FFX—[M] Must be on  
 W5XM-9KYT-RJE47 + JF2D-EB1Z-VCBJW—Infinite webbing  
 A28Q-UAVB-Y7ZU4 + M6QU-B0HG-4B36U—Levels and movies unlocked  
 NPHI-93C2-UHCZD + V4ZK-PFBZ-6AA0F—Unlock extra Vulture movie  
 MP7C-NPGY-U3Z4V + RTQ0-UEGX-Y8AAG—Unlock extra Shocker movie  
 XPAZ-B4XN-DA8H2 + D876-F8J2-PJH95—Pin-head Bowling unlocked  
 ZWMK-9EDJ-2UQFT + 1KXR-5PDJ-0AF5Q—All Combat Controls (Combos)  
 YGPF-ECWY-HKCV7 + JP4M-PMUN-JEQFH—Pause to skip level  
 A19N-KQY3-FCK0A + W3AM-U32M-M1K9P—Play as Peter Parker  
 Z3PU-TD1D-XCBAJ + XF17-Q1JA-41KFF—Play as wrestler Spidey  
 7HXM-GVC7-44R5D + CFG3-B5F7-99FQG—Play as Alex Ross Spidey  
 G1KH-W9MK-QNGDQ + VYNK-RFM4-ZTFZH—Play as the Green Goblin

KRFG-32FK-YG7QY + QFNA-06DT-NB2WD—Play as Mary Jane  
 E9T4-Y7CH-22XTT + V3ZC-KB8X-U1UA7—Play as the Shocker  
 DYPK-ZZ3W-Q3JYA + ERVT-NJ6W-DTZ38—Play as a scientist  
 Z5VH-720U-5JJF + 66FW-XXV0-FZRVM—Play as a thug  
 TBUF-4CW7-QTVR8 + 1G0F-9EMF-XUQ7W—Play as Uncle Ben's killer  
 QUF2-J7NB-UCUZH + BW94-Q3Y1-NVFQT—Play as a masked thug  
 MXGX-E2GZ-5RX2J + 5REC-4CA7-NJ0N7—Play as a helicopter pilot  
 3CBY-45CD-GDKAR + JJUT-JPA7-TFND8—Play as a freak  
 WCMF-GVZ7-924X9 + 2Y9N-GG7A-XWGHU—Play as a cop  
 XHJ6-TGTM-WNUDU + J23R-1HCH-TA0BH—Matrix battles  
 YQNR-A2KY-DWRMB + E09Z-UZTM-K8PXF—Small Spidey  
 DRKR-7GCB-UUDB1 + DG1Z-5F8J-C7WFD—Big-head Spidey  
 1ASY-J3X-7WWP1 + YMNG-K9CR-08ZNA—Big-head Enemies  
 KR8N-CTJJ-K005G + CTBD-5NUM-6RZ8E—1st-person mode  
 1P6H-YK9-XJVEC + RZ8Q-FN48-RRYRN—Goblin glider never overheats

### Star Fox Adventures

DTZV-9NWX-12B9J + 8144-KWY6-VMR9C + MM9U-W1MA-M13JF + X9AQ-4D0U-YDWHD + P2YR-4JW1-2W8UB—[M] Must be on H0BD-QJ9T-F8YQJ + 2231-ZNBJ-PQXTY + PEWZ-NEHH-HEK6V—Infinite health 3PHF-F7PH-9Z88V + 2558-YRPY-TB6FD—Infinite Staff power Z9GP-D1J6-7PVHE + 4XVQ-04VA-WC444 + Z9D2-12G3-FDDJ9—All Staff upgrades 8RD8-FP25-XEXC5 + DX4G-KWU9-WMZP1—Massive hero 3N0T-311A-M6YQX + CCH3-PKZ2-1WR6R—Mini hero M14T-RJ6P-T6ZAS + YJHQ-REC3-W87NG + ZVXG-V1VQ-QGAV0—Moon jump (hold B) EFCT-WUR2-AWUYE + 5MGP-G069-P47N7 + J66D-BXTB-9V1C7—Infinite Tricky energy UKE3-RA36-WTMEH + X24Q-M1N2-YQ17T + ECX2-FD04-7EEEF + WXTY-RYD9-108JE + 1MDY-M15C-X9NGB + 3XRZ-TQAV-HVYZ—Infinite health (flying)

### Super Monkey Ball 2

HHZR-X53X-TZX0Z + E31D-P1Z2-979CR—[M] Must be on 1AA5-EDH1-91QM2 + 2BE0-NJRG-H9MZH—Infinite lives in main game 3PCH-GZC1-UUCK7 + 2AQK-YWCU-H99VV—Massive score in main game DHW4-G3RB-RAB99 + 3XWR-W57J-CX7BN—Max. Play points in main game D60P-4900-9RPR + 4U13-VP4K-AZ5X7—Infinite time in main game DA4U-QDT7-GMHA2 + F7W5-14H1-ACQRZ—Lots of bananas in main game 3D86-CPJF-0NE3P + 5ZA4-359T-EN9HG + MRQZ-3DP5-8K4QY + 42ET-PUTC-QYTVR—Press D-Pad Left for quick BE mode FYNN-5DB7-P07DB + KJ9F-ERUJ-57QWD + EXJG-RNA9-8CB4V + 48J4-R3K8-E0Z92—Press D-Pad Up for quick AD mode EGHF-4PGP-UQX64 + KRG6-9774-HHAY2 + UE65-MKM6-URZVT + W67G-A5XU-5H9YR—Press D-Pad Right for quick EX mode

### Swingerz Golf

K9TC-3B7H-H34NR + HEDK-RQPQ-NANMX—[M] Must be on

PAR8-AB3V-TWX1R + TAY7-WCG6-9V43K—Infinite stamina XPXG-1A5W-JFWBC + FZE2-KFFD-QAQWH + N4WP-1VAG-1ZBJD—Always 1st stroke WFFW-C15G-5TGX3 + K60P-1CUD-BN8EZ + 1VCW-PYKD-8CJZK—CPU always gives up MEKZ-M3T3-6MDV7 + PGBY-EZVN-RE4GT—All clubs 9MP2-6MAA-F94DF + WMUK-B3BF-Q5N5V—All balls UFRN-WN2E-6NG0J + AQ1Z-X5BN-EYTCA—All accessory items CE9R-WJF7-4WGHC + X04V-CP97-5GYC—All golfers and caddies MJTN-WN94-DH4UA + CUZR-213X-MP6JB + QBCR-FKQZ-ATPWW—Tour 1 complete PA1B-9EKG-PRBZU + Q813-BZ64-MAKTW + FP1N-PPR9-JWP68—Tour 2 complete QWYQ-KQ0Y-VX3RF + 641F-7ZM5-A1JMD + PQ17-G8D-XUNTP—Tour 3 complete VKV8-3M83-4AHDU + F6JM-2HTM-1MUU7 + K01T-J6DY-A289C—Tour 4 complete B768-Q8RJ-5A2NV + Z33R-9CJG-DF34V + QQU2-NVGW-XG26B—Tour 5 complete 4JRN-2C5Z-KJ61J + GQUW-HVA1-720J0 + 28U9-AH4M-NQM9Z—Tour 6 complete PCUE-5T29-3P4BX + RAQ7-ARCK-DNUQW + Z61F-3P6F-YTPAU—SP Tour complete 2DGE-NRTM-JFWUM + 3TVK-UQF2-5GCRK—1st try always successful (mini-game) EFD8-W26H-JZ1AT + WWMH-DCNN-TBD1G—2nd try always successful (mini-game) ER8J-AM96-MCE10 + 9QJZ-VAFE-1J7J6—3rd try always successful (mini-game) H8QG-105G-GR2KD + ZDAA-AX5B-HW093—4th try always successful (mini-game) 92P4-BUME-ZU8FZ + T2XR-45P1-Q0AWX—5th try always successful (mini-game) 3B45-8NEK-5DG56 + THFA-B98Z-1WW3W—Mission A cleared 20V8-Z5AH-YDGFE + AHG6-BHF6-GGWFB—Mission B cleared ZPTT-H38M-E0UNX + NMFN-KDQQ-NCEWN—Mission C cleared JFXC-176B-Y5V3W + WR7P-DBWC-6CRJX—Mission D cleared B2DJ-DET0-NOPNR + YG1X-8EDR-58WHN—Mission E cleared 8EDQ-KJHQ-GPPR7 + 6VJR-DG5K-Q9NBW—Mission F cleared VA9Y-RT5W-VZHYU + 3K79-DU63-C58G0—Mission G cleared 7VRG-DZJW-WKFJP + MFHD-MF3J-MHV8A—Mission H cleared C04P-CCJW-QH6KJ + Z6X7-GDT7-W0P0J—Mission I cleared EV7M-ACDH-DNWZ2 + U9M6-M665-VAHM7—Mission J cleared HYK0-2B80-HQVQR + D2QJ-3V7X-5G0FH—Quick Survival rank up

### Tiger Woods PGA Tour 2003

8NMT-MTY12-8ADVE + 3WB7-A3BY-UD7JU—[M] Must be on 5ZK9-J59U-5Y8F + 4X94-KD0P-KUN9A—Max. cash 9QEFT-WK4J-AX7AG + V2R2-8T7E-FX8AT—\$1 stat upgrades YB0N-R68K-ZX9KH + XBFE-994E-TEWCW + HKPR-XP3F-C4303—Always 1st stroke 780N-7PET-AZ2A4 + YX4X-47YR-GTHBA + AUKA-4YNV-9VNHE—All golfers 5573-MMVY-PBA2G + NBJ2-23C4-Y4F3C + 11BB-47K0-C6D27 + TBWK-JR77-QC492—All trophy balls YBP4-EYP0-ZZED8 + GWW3-TKE9-Z4P13 + 8Z0U-9VDZ-Z8V86 + MNVA-YDG5-A3JB0 + FWU2-YDQT-1MW5P + XECX-2K1C-JHDW—All scenario medals X03X-2165-0327M + QE04-3MR7-EH8X2 + 8ATM-1V0J-NCMCM—All tour trophies



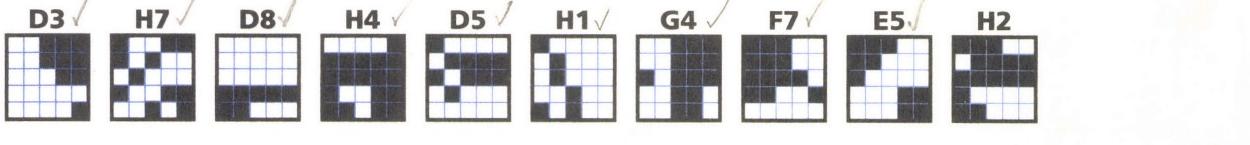
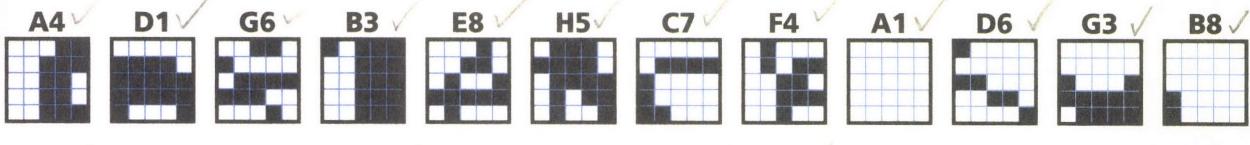
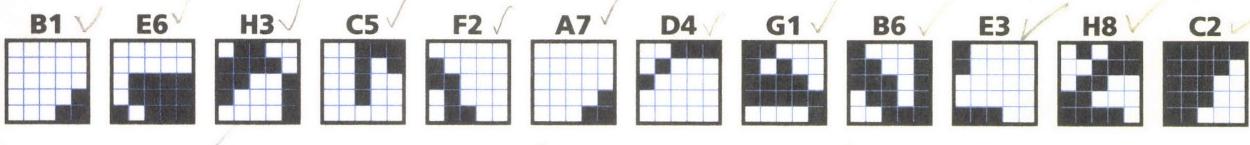
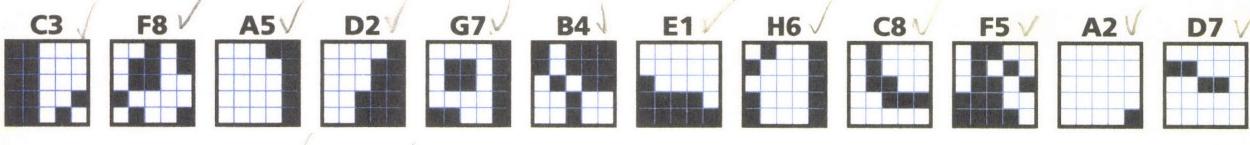
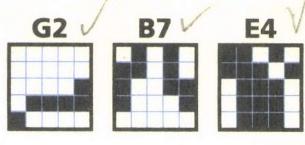
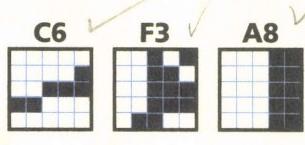
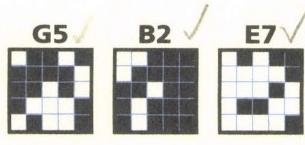
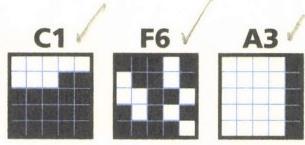
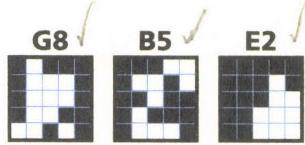
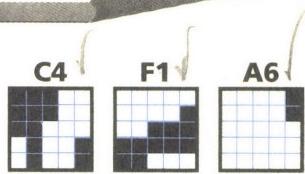
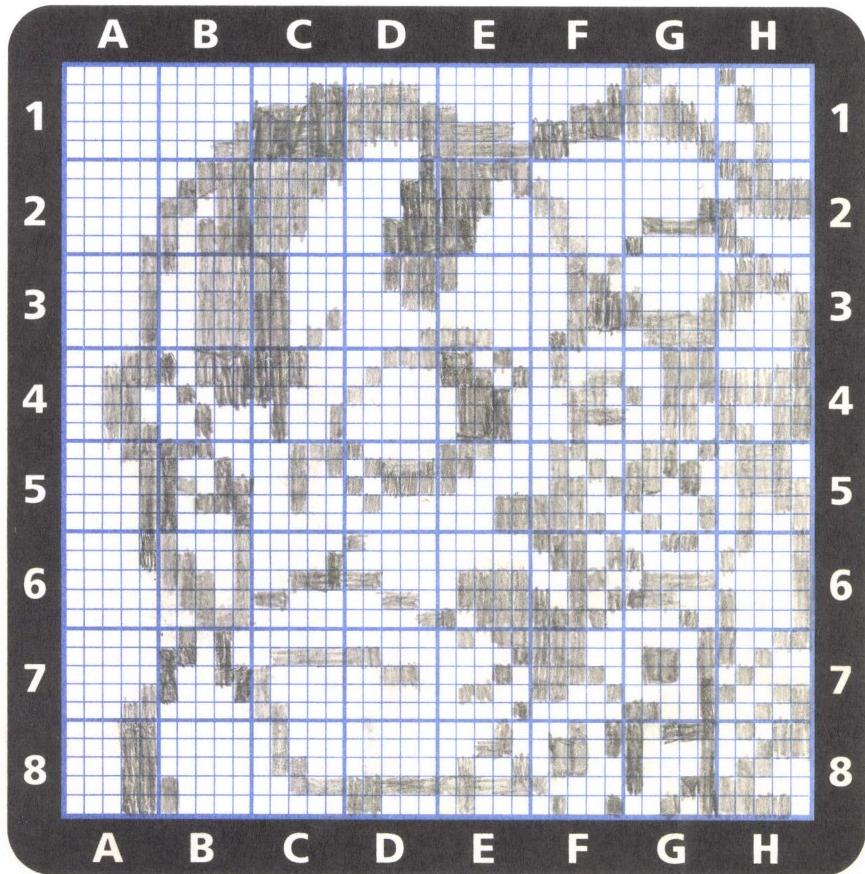
# TIPS & TRICKS

Grab a pencil and get ready to unlock the secret images in our monthly feature: *TIPS & TRICKS Pencil Puzzles!* Every issue will include two puzzles featuring your favorite video-game characters.

It's up to you to put the pieces together and figure out what the pictures are! Follow the instructions on the next page to reveal the hidden images. It's easy; you don't need math skills and you don't have to be a great artist. If you can fill in a square, you can unlock the mystery!

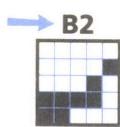
## Pencil Puzzles

# Pencil Puzzles

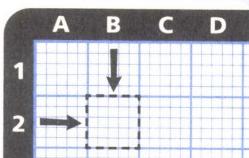




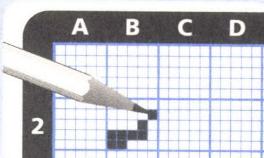
# Directions

**STEP 1**


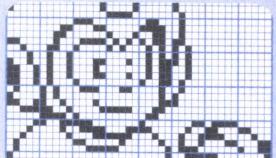
Pick one of the squares and examine its coordinates.

**STEP 2**


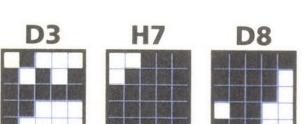
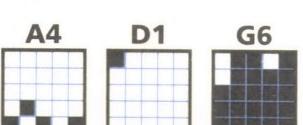
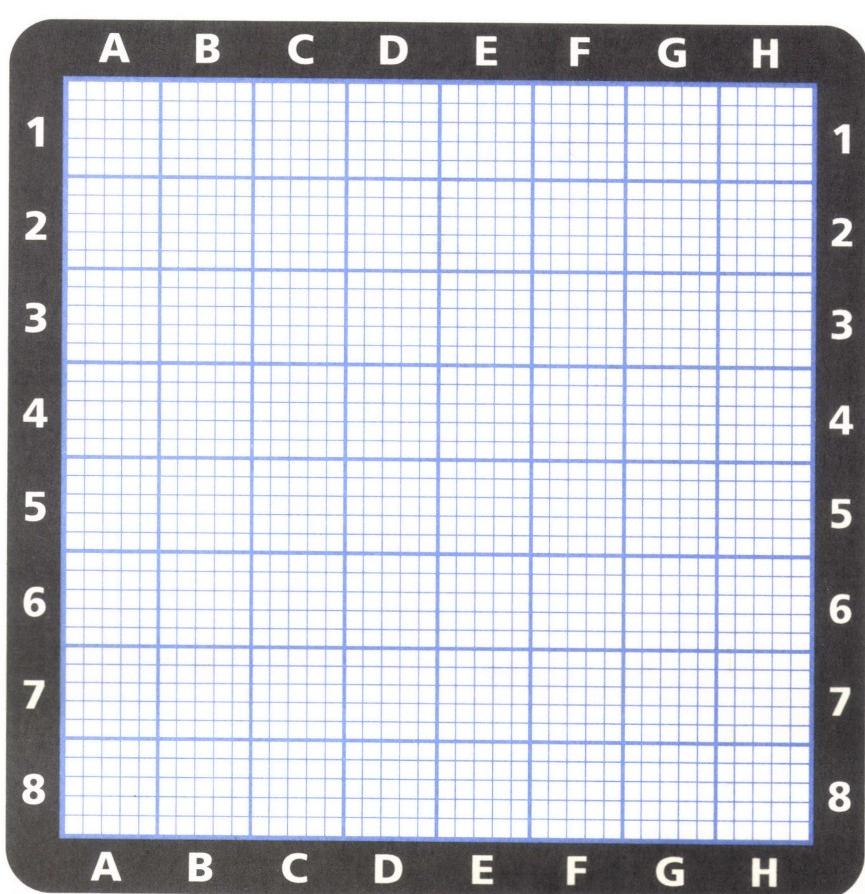
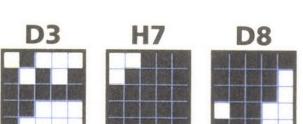
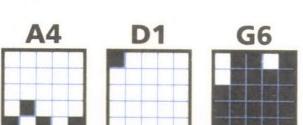
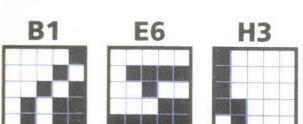
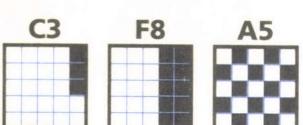
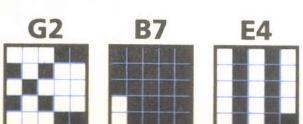
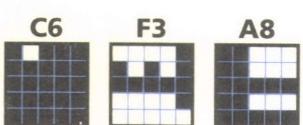
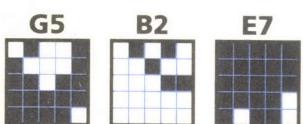
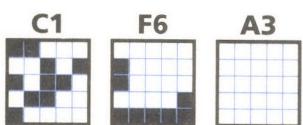
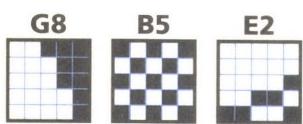
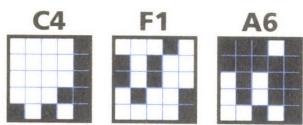
Find the spot on the large grid with those coordinates.

**STEP 3**


Fill in the squares on the grid the same way.

**STEP 4**


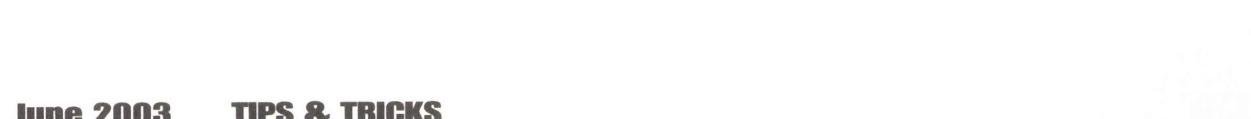
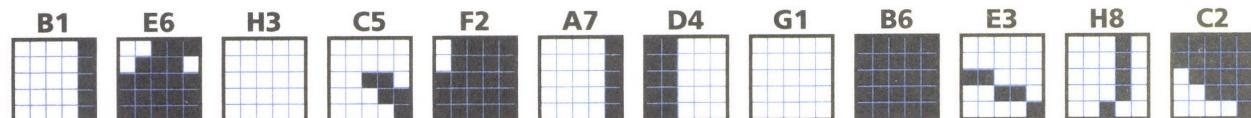
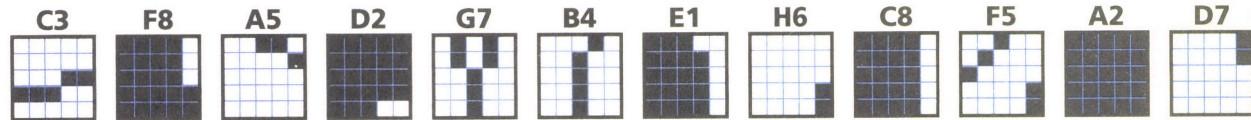
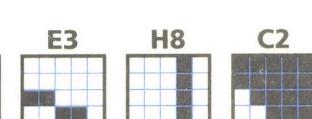
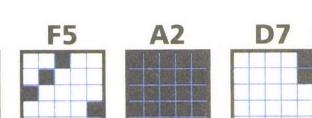
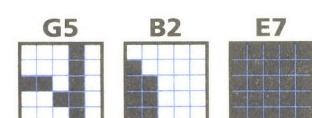
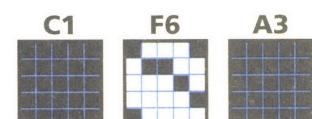
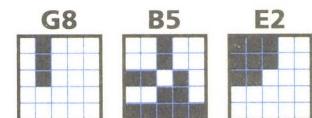
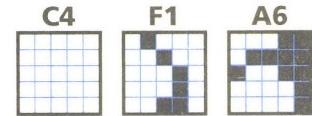
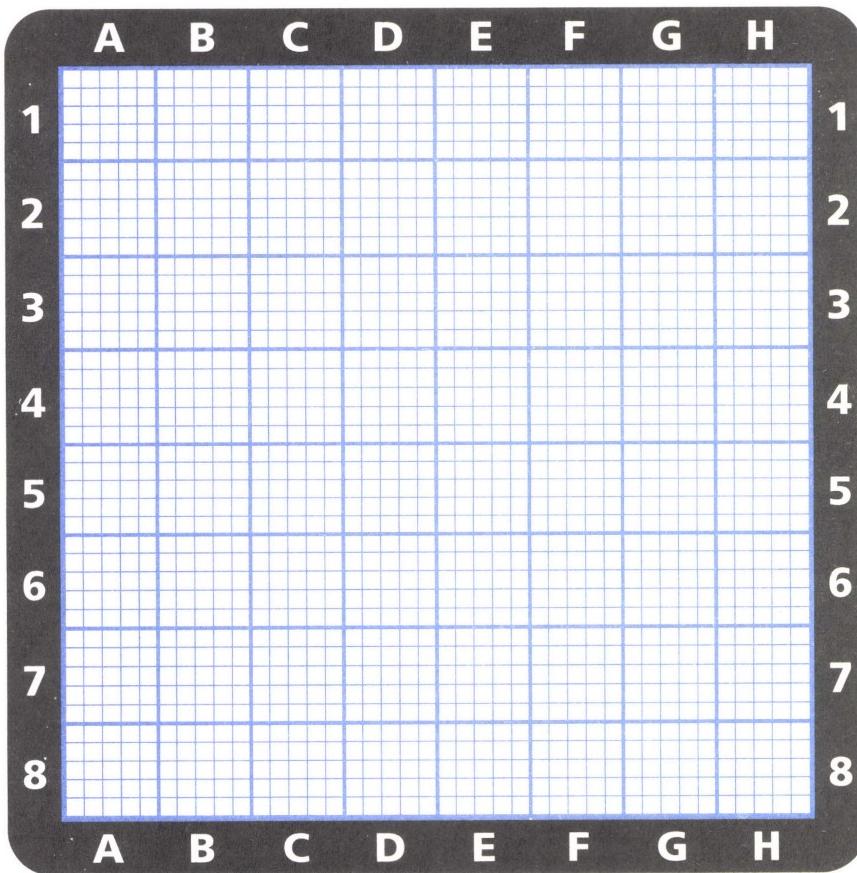
Repeat the process until the secret picture is revealed!





# Pencil Puzzles

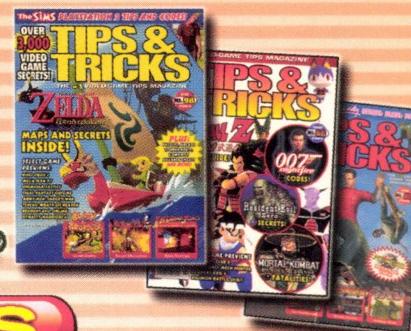
## TIPS & TRICKS™ Pencil Puzzles





# TIPS & TRICKS.

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THE LEGEND OF ZELDA: The Wind Waker

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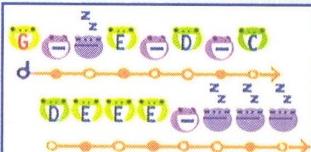
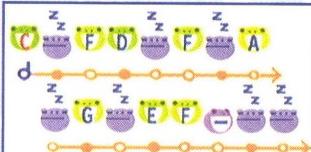
# Animal Crossing Almanac

Nintendo's *Animal Crossing* for the GameCube is a never-ending, real-time adventure with new events occurring every day. This monthly column showcases our latest discoveries, custom designs and secret tricks!



## Town Tunes

Visit the "Melody" bulletin board and change your Town Tune to match one of the songs pictured here. See if you can recognize either of these melodies from Nintendo games of the past.



## Secret Passwords

Have you ever used Tom Nook's code system to exchange furniture items with a friend in a different town? By speaking to Nook and choosing the "other things" option, you can find a "hear code" menu item that asks for your friend's character name and town name, after which you hand over an item that you wish to send to that person. Nook will confiscate the item and tell you a password that will allow your friend to obtain that item in his or her town. By

choosing the "say code" option and carefully entering this password, your friend will be given the item you sent, and Nook will even tell them the name and town name of the person who sent the item. Unfortunately, this method of trading items does have limitations. Many items are simply not tradeable; Nook will not deliver bells, fish, bugs, gyroids, fossils or any special items such as Gracie's shirts, Disney Adventures magazine.

Wendell's wallpaper, Saharah's carpets and most of the hard-to-get furniture items. Also, the passwords created with the "hear code" option can only be used by one specific player in one specific town; if you try to enter someone else's code, Nook will bust you! However, the "say code" option has many other useful applications, as you no doubt learned when

you saw the "Nintendo bench" code in this issue's "100th Issue Blowout" feature. This is a special password which can be entered by any player in any town, and the item you receive is normally not tradeable through the password system. Nintendo has been quietly releasing special passwords like this one for some time. Several of them have appeared in *Nintendo Power* magazine, which has been releasing the incredibly rare "Mario theme" furniture items (star, warp pipe, ? block) at the rate of one per month. Readers with Internet access can also obtain special furniture items by visiting the official *Animal Crossing* web site at [www.animal-crossing.com](http://www.animal-crossing.com). Some of the "Mario theme" passwords have also appeared there, and the site has been updated regularly since the game was released last September, so it's worthwhile to check it out at least once a month. Be sure to click on all of the items on each of the six pages; several of the "banners" contain dialogue which will even-



We're not the only magazine to get a special password from Nintendo; this "white boom box" code appeared in *Disney Adventures* magazine.

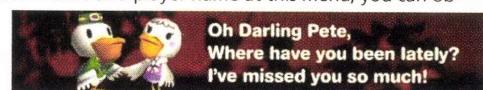


Passwords for special "Mario theme" furniture items have been released at [www.animal-crossing.com](http://www.animal-crossing.com) and through *Nintendo Power* magazine.

tually open up a menu screen if you click on them repeatedly. By entering your town name and player name at this menu, you can obtain passwords for special non-tradeable

NES games

Click on banners like this at the official *Animal Crossing* web site to obtain rare NES games.



*Donkey Kong Jr.*, *Donkey Kong 3* and *Clu Clu Land D* (the "D" stands for Disk System; this is a special version of *Clu Clu Land* with different puzzles, released only in Japan for the Famicom Disk System). As of mid-April, *Soccer* appears to be the only game that's still available in this way, but Nintendo will likely continue to offer other rare items in the months ahead...and with any luck, we may be able to convince Nintendo to provide us with additional passwords which we'll release in these pages. We're keeping our fingers crossed!

## COMMUNITY CALENDAR JUNE 2003

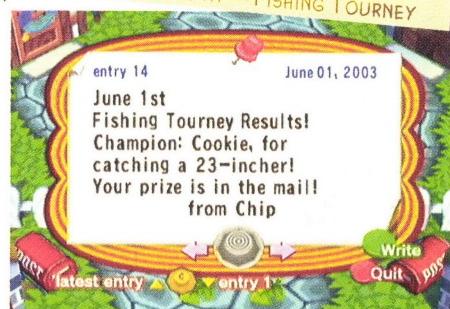


Chat with Tortimer on Graduation Day, Father's Day and any of the Sundays in June to receive special mementos.

The fishing tournaments take place from 6:00 AM to 6:00 PM at the large lake in your town (the one with the pier and the large lily pads). As in the fall fishing tournaments last November, the key to winning is the large bass, which is more likely to appear before 9:00 AM or after 4:00 PM. You can sometimes find bass in the rivers that are connected to the lake, so be

sure to cast your lure there if the animals are occupying all of the good spots. Any bass you catch can be presented to Chip for a chance at winning prizes!

New fish returning in June: Giant Catfish, Giant Snakehead, Eel, Piranha and Arowana. New insects: Darner Dragonfly, Purple Butterfly, Longhorn Beetle, Flat Stag Beetle, Firefly and Pondskater.



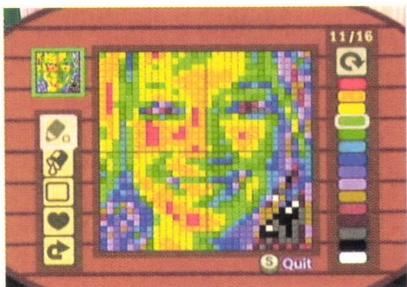
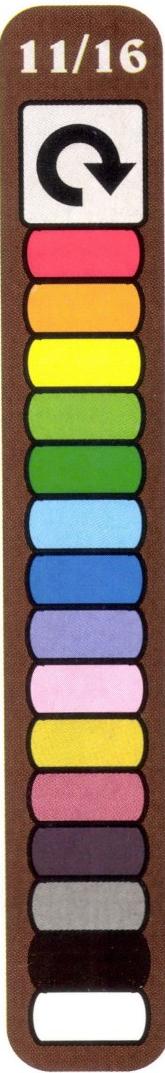
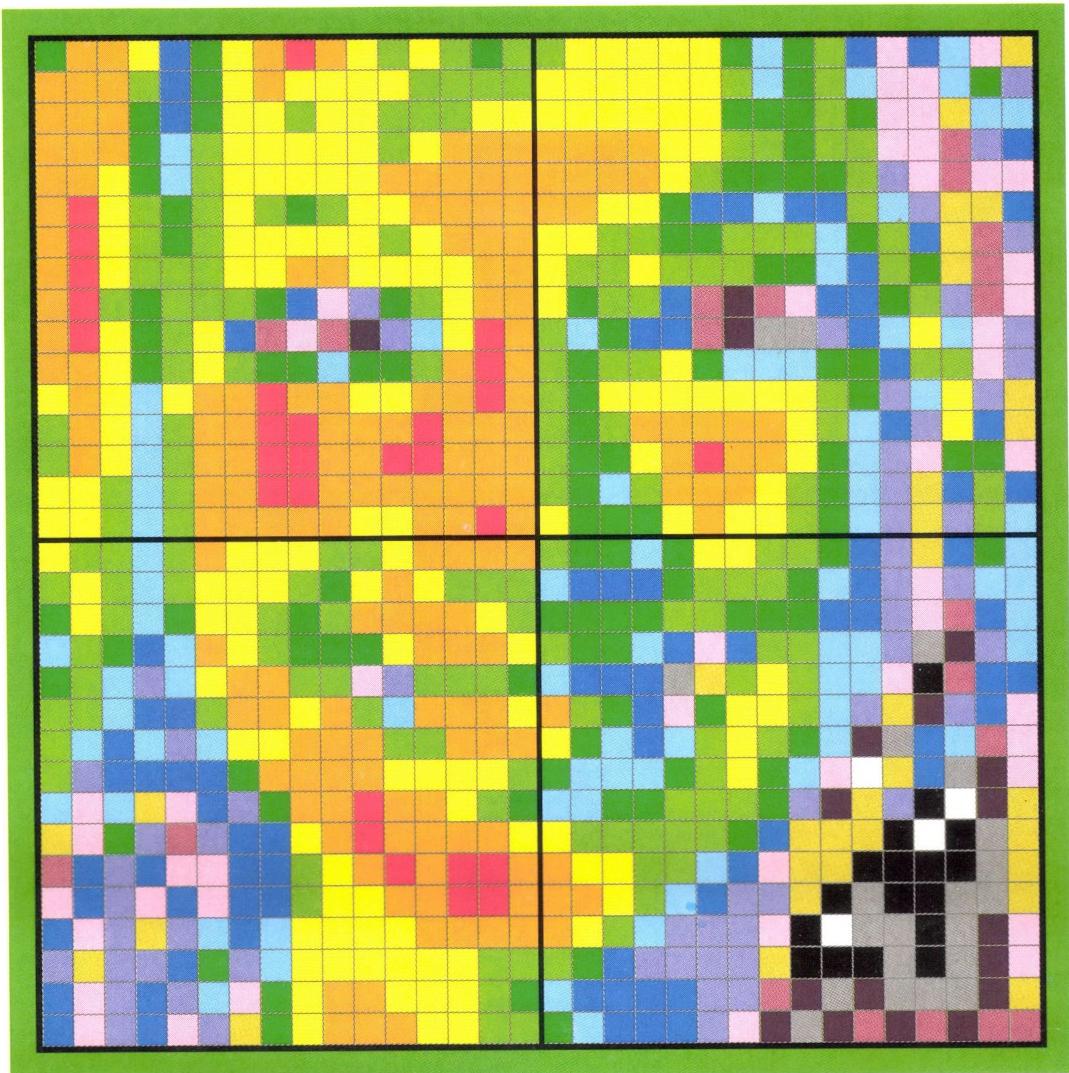
Find out who won the fishing tourney by checking the bulletin board on Monday morning.



We got a tremendous response to the Ozzy Osbourne pattern that was featured in our February issue, so we decided to try another complex one. Note that this is a very difficult pattern that may take you over two hours to complete...but it's worth the effort! Using the "Design a pattern" option at the Able Sisters tailor shop, select Palette #11 and carefully copy the design you see here, one square at a time. When you've completed the entire design, change the palette to #14 or #15—you'll see an actual photograph of *Lizzie McGuire* star Hilary Duff appear before your eyes!



# Animal Crossing Almanac



Once you've drawn the entire design, change the palette to #14 or #15.



You'll see your design change to this photo-realistic portrait.



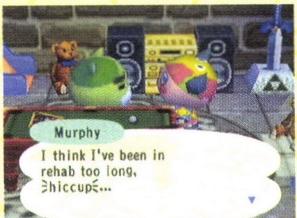
You can display Lizzie in your house, on signboards or even on your clothes!

## FUNNY TOWN NAMES

For a laugh, create a new town with one of the following names; you'll see some unintentionally funny comments when the animals mention the town name in conversation!



Town name: "prison"



Town name: "rehab"



Town name: "kiss me"



Town name: "hell"



# Hard Core

# HARD CORE

by  
Pat  
Reynolds

**Hard Core** is dedicated to the art of designing—and effectively using—the giant mechanical battle machines known as Cores in Agetec's *Armored Core 3* for the PlayStation 2. If you have an *Armored Core 3* Core design you'd like to see featured here, send a list of the specs, the color scheme and a brief description to *Tips & TRICKS Hard Core*, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211. You can also submit your designs online at [www.game-hits.com](http://www.game-hits.com); click on "Forums" and select the "Tips & TRICKS AC Submissions" forum. Note: Overweight designs are allowed; however, you must explain why you chose to go overweight, what advantages it gives your Core and how you'd play the Core in Versus matches.

Sponsored by  
**Game Hits**  
GamerTories  
[www.game-hits.com](http://www.game-hits.com)

## ARMORED CORE 3 Civil War!

In our February issue, readers were encouraged to send in *Armored Core 3* designs representing the states they lived in, with names and color schemes that fit the states' themes. I also asked for a creative description of the core, including the name and the socio-political goals of the faction that the Core represents. For example, my Core, Great Lakes Defender, represents the Michigan Separatist Coalition, which desires for the state of Michigan to become its own sovereign nation. Here are the best submissions, followed by a recap of the results from these cores facing each other in the *Armored Core 3* Civil War!



### PHANTOM



Designed by  
Tony Jackson of  
Cartersville,  
Georgia

**Arm Unit R**  
**Arm Unit L**  
**Optional Parts**

#### • COLOR SCHEME (GENERAL)

<b>Base</b>	Red: 0, Green: 0, Blue: 0
<b>Rid</b>	Red: 0, Green: 0, Blue: 0
<b>Optional</b>	Red: 0, Green: 0, Blue: 200
<b>Detail</b>	Red: 200, Green: 0, Blue: 0
<b>Joint</b>	Red: 100, Green: 100, Blue: 100

#### • SPECS

<b>Armor Points</b>	9576
<b>Weight</b>	10874
<b>Surplus EP</b>	4404
<b>Price</b>	976900
<b>Offensive Point</b>	6069
<b>Defensive Point</b>	3670
<b>Stability</b>	6378
<b>Mobility</b>	Moving: 608, Turning: 106, Rising: 1980
<b>Cooling Efficiency</b>	6314
<b>Support System</b>	Radar: 390, Sensor: 250, FCS: 4210

Phantom is the AC of Shadow Fox, an elusive Raven whose skill as a warrior was legendary before the nation fell apart. When the war broke out, he reportedly joined the Brown Thrashers, a military regime formed from the collapse of Georgia's state government. Phantom is a well-rounded heavyweight designed to hand out punishment and take a good deal of it as well.

The Karasawa/Moonlight combination is backed up by the potent Middle Missile with the aid of Relation Missile extensions. A versatile Core that can fight competently from any distance.

#### • GRADE: EXCELLENT



### GREAT BEAR



Designed by  
Mark Caldeo of  
Palmdale,  
California

**Arm Unit R**  
**Arm Unit L**  
**Optional Parts**

#### • COLOR SCHEME (GENERAL)

<b>Base</b>	Red: 100, Green: 100, Blue: 100
<b>Rid</b>	Red: 135, Green: 135, Blue: 135
<b>Optional</b>	Red: 140, Green: 145, Blue: 145
<b>Detail</b>	Red: 140, Green: 50, Blue: 25
<b>Joint</b>	Red: 160, Green: 25, Blue: 25

#### • SPECS

<b>Armor Points</b>	8359
<b>Weight</b>	7129
<b>Surplus EP</b>	4993
<b>Price</b>	834500
<b>Offensive Point</b>	2650
<b>Defensive Point</b>	2976
<b>Stability</b>	4920
<b>Mobility</b>	Moving: 870, Turning: 112, Rising: 2241
<b>Cooling Efficiency</b>	8723
<b>Support System</b>	Radar: 2320, Sensor: 550, FCS: 3362

Representing California as a member of the Southern Suns, Great Bear fights to restore the ecological balance of its home state. Its weapon load consists of the high-damage bazooka and howitzer. This combo allows Great Bear to deliver severe damage at both long and close range. This design offers decent speed and higher-than-average armor for a midweight Core.

#### • GRADE: EXCELLENT





Designed by  
Brian Diggins of  
Tucson, Arizona

**Arm Unit R**  
**Arm Unit L**  
**Optional Parts**

#### • COLOR SCHEME (GENERAL)

<b>Base</b>	Red: 100, Green: 40, Blue: 0
<b>Rid</b>	Red: 0, Green: 0, Blue: 0
<b>Optional</b>	Red: 60, Green: 0, Blue: 0
<b>Detail</b>	Red: 0, Green: 0, Blue: 0
<b>Joint</b>	Red: 0, Green: 0, Blue: 0

#### • SPECS

<b>Armor Points</b>	9011
<b>Weight</b>	8746
<b>Surplus EP</b>	5534
<b>Price</b>	647100
<b>Offensive Point</b>	4063
<b>Defensive Point</b>	3245
<b>Stability</b>	5778
<b>Mobility</b>	Moving: 757, Turning: 110, Rising: 2470
<b>Cooling Efficiency</b>	6011
<b>Support System</b>	Radar: 167, Sensor: 250, FCS: 3362

Heat represents the state of Arizona in the AC3 Civil War. Arizona's Armored Core pilots have a simple agenda: They're not interested in reuniting the country under their flag; they'd rather conquer Utah for its much cooler climate! Heat's arsenal of all-ballistic weaponry allows you to use 100% of your energy for boosting. This compensates for the core's slower speed and allows you to keep a near-constant stream of fire on your opponent.

#### • GRADE: GREAT



Designed by  
J. Valentino of  
Opelousas,  
Louisiana

**Back Unit L**  
**Arm Unit R**  
**Arm Unit L**  
**Optional Parts** OP-S-SCR, OP-E/SCR, OP-ECMP, OP-L/TRN

#### • COLOR SCHEME (GENERAL)

<b>Base</b>	Red: 45, Green: 40, Blue: 20
<b>Rid</b>	Red: 20, Green: 34, Blue: 0
<b>Optional</b>	Red: 40, Green: 0, Blue: 0
<b>Detail</b>	Red: 0, Green: 0, Blue: 0
<b>Joint</b>	Red: 75, Green: 20, Blue: 0

#### • PARTS

<b>Head</b>	MHD-MX/RACHIS
<b>Core</b>	CCH-OV-IKS
<b>Arms</b>	MAH-SS/CASK
<b>Legs</b>	CLC-D3TA
<b>Booster</b>	N/A
<b>FCS</b>	AOX-X/WS-3
<b>Generator</b>	CGP-ROZ
<b>Radiator</b>	RGI-KD99
<b>Inside</b>	MWI-DD/20 Decoy Dispenser
<b>Extension</b>	KEBT-TB-UN5 Turn Booster
<b>Back Unit R</b>	CWC-GNL-15 Grenade Launcher

CWC-GNL-15 Grenade Launcher  
MWG-RF/220 Rifle  
KES-ES/MIRROR

OP-S-SCR, OP-E/SCR, OP-ECMP, OP-L/TRN



Designed by  
Eric Long of  
Akron, Ohio

**Arm Unit L**  
**Optional Parts**

#### • PARTS

<b>Head</b>	MHD-RE/005
<b>Core</b>	MCM-MX/002
<b>Arms</b>	CAL-44-EAS
<b>Legs</b>	MLF-MX/KNOT
<b>Booster</b>	CBT-FLEET
<b>FCS</b>	VREX-F/ND-8
<b>Generator</b>	MGP-VE905
<b>Radiator</b>	RMR-ICICLE
<b>Inside</b>	N/A
<b>Extension</b>	MWEM-A/50 Anti Missile
<b>Back Unit R</b>	MRL-RE/111 Radar
<b>Back Unit L</b>	CWC-CNG-300 Chain Gun
<b>Arm Unit R</b>	CWG-GS-56 Shotgun

MLB-MOONLIGHT Laser Blade  
OP-INTENSIFY

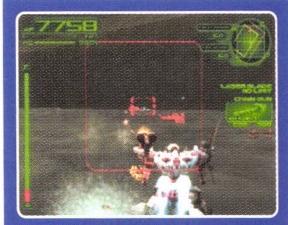
#### • COLOR SCHEME (GENERAL)

<b>Base</b>	Red: 155, Green: 155, Blue: 155
<b>Rid</b>	Red: 200, Green: 34, Blue: 38
<b>Optional</b>	Red: 0, Green: 0, Blue: 0
<b>Detail</b>	Red: 155, Green: 155, Blue: 155
<b>Joint</b>	Red: 200, Green: 34, Blue: 38

#### • SPECS

<b>Armor Points</b>	8283
<b>Weight</b>	7584
<b>Surplus EP</b>	3051
<b>Price</b>	672600
<b>Offensive Point</b>	3066
<b>Defensive Point</b>	3052
<b>Stability</b>	3985
<b>Mobility</b>	Moving: 425, Turning: 129, Rising: 2781
<b>Cooling Efficiency</b>	7528
<b>Support System</b>	Radar: 1780, Sensor: 350, FCS: 3362

#### • GRADE: GREAT

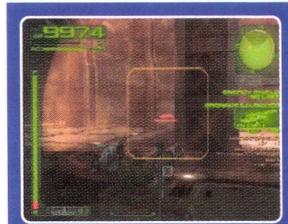


#### • PARTS

<b>Head</b>	9974
<b>Weight</b>	11708
<b>Surplus EP</b>	4344
<b>Price</b>	836200
<b>Offensive Point</b>	7390
<b>Defensive Point</b>	4199
<b>Stability</b>	10430
<b>Mobility</b>	Moving: 710, Turning: 117, Rising: 1320
<b>Cooling Efficiency</b>	9369
<b>Support System</b>	Radar: 390, Sensor: 250, FCS: 1072

Rolling north from the flooded earth of Louisiana, Gumbo's mission is to bring glory and recognition to its home state. This mighty tank Core packs on so much firepower that it could probably hold off two or three opposing Cores at the same time. High defense and armor are backed up by the energy shield, allowing Gumbo to absorb huge amounts of damage.

#### • GRADE: EXCELLENT





# Hard Core

## TEXAS BLAZE



Designed by  
Frederick Wiedner II  
of Allen, Texas

### Arm Unit L

Optional Parts OP-S-SCR, OP-E/SCR, OP-S/STAB, OP-E/CND, OP-L/TRN

### • COLOR SCHEME (GENERAL)

<b>Base</b>	Red: 140, Green: 100, Blue: 75
<b>Rid</b>	Red: 200, Green: 170, Blue: 130
<b>Optional</b>	Red: 160, Green: 160, Blue: 160
<b>Detail</b>	Red: 110, Green: 200, Blue: 40
<b>Joint</b>	Red: 80, Green: 80, Blue: 100

### • PARTS

<b>Head</b>	CHD-SKYEYE
<b>Core</b>	CCM-00-STO
<b>Arms</b>	CAM-11-SOL
<b>Legs</b>	CLM-01-EDF
<b>Booster</b>	MBT-NI/MARE
<b>FCS</b>	AOX-X/W-3
<b>Generator</b>	CGP-ROZ
<b>Radiator</b>	RIX-CR14
<b>Inside</b>	MWI-DD/20 Decoy Dispenser
<b>Extension</b>	N/A
<b>Back Unit R</b>	N/A
<b>Back Unit L</b>	CWR-M30 Middle
<b>Rrm Unit R</b>	CWG-GS-72 Shotgun
	MLB-MOONLIGHT Laser Blade

OP-S-SCR, OP-E/SCR, OP-S/STAB, OP-E/CND, OP-L/TRN

### • COLOR SCHEME (GENERAL)

<b>Base</b>	Red: 140, Green: 100, Blue: 75
<b>Rid</b>	Red: 200, Green: 170, Blue: 130
<b>Optional</b>	Red: 160, Green: 160, Blue: 160
<b>Detail</b>	Red: 110, Green: 200, Blue: 40
<b>Joint</b>	Red: 80, Green: 80, Blue: 100

## SEATTLE'S BEST



Designed by  
David Brooks, Jr.  
of Tacoma,  
Washington

<b>Arm Unit L</b>	KWG-FTL450 Flamethrower
<b>Optional Parts</b>	OP-S-SCR, OP-E/SCR, OP-E/CND, OP-ECMP, OP-L/TRN

### • COLOR SCHEME (GENERAL)

<b>Base</b>	Red: 65, Green: 0, Blue: 0
<b>Rid</b>	Red: 110, Green: 0, Blue: 0
<b>Optional</b>	Red: 200, Green: 200, Blue: 200
<b>Detail</b>	Red: 0, Green: 0, Blue: 0
<b>Joint</b>	Red: 0, Green: 0, Blue: 0

### • SPECS

<b>Armor Points</b>	8682
<b>Weight</b>	9430
<b>Surplus EP</b>	2229
<b>Price</b>	833800
<b>Offensive Point</b>	10135
<b>Defensive Point</b>	3280
<b>Stability</b>	4930
<b>Mobility</b>	Moving: 890, Turning: 136, Rising: 1670
<b>Cooling Efficiency</b>	5741
<b>Support System</b>	Radar: 1780, Sensor: 350, FCS: 3362

The following is a message from the president and CEO of the United Coffee Crusaders (U.C.C.) of the great state of Washington: "The coffee we brew here is the real deal—and to prove our point, we shall send forth our state mascot. Our Core is decked out in the same colors as our 'Seattle's Best' coffee cup, and comes with its own piping-hot flamethrower, plus a double shot of grenade launcher and titan missiles! We at the U.C.C. are most certain that by the end of this civil war, the nation's people shall rise up and follow the great taste of 'Seattle's Best'!"

### • GRADE: EXCELLENT



## LIBERTY



Designed by  
Peter Williams of  
Kansas City,  
Missouri

### • PARTS

<b>Head</b>	CHD-SKYEYE
<b>Core</b>	CCL-01-NER
<b>Arms</b>	CAL-44-EAS
<b>Legs</b>	CLL-HUESO
<b>Booster</b>	CBT-FLEET
<b>FCS</b>	AOX-X/WS-3
<b>Generator</b>	CGP-ROZ
<b>Radiator</b>	RMR-SA44
<b>Inside</b>	N/A
<b>Extension</b>	N/A
<b>Back Unit R</b>	N/A
<b>Back Unit L</b>	N/A
<b>Arm Unit R</b>	CWGG-GR-12 Grenade Rifle
	KWG-HZL30 Spread Howitzer

OP-S-SCR, OP-E/SCR, OP-S/STAB, OP-ECMP, OP-LFCS++, OP-L/BRK

### • COLOR SCHEME (GENERAL)

<b>Base</b>	Red: 0, Green: 0, Blue: 0
<b>Rid</b>	Red: 200, Green: 200, Blue: 200
<b>Optional</b>	Red: 100, Green: 100, Blue: 100
<b>Detail</b>	Red: 120, Green: 120, Blue: 160
<b>Joint</b>	Red: 200, Green: 80, Blue: 0

### • SPECS

<b>Armor Points</b>	7443
<b>Weight</b>	5463
<b>Surplus EP</b>	4783
<b>Price</b>	598200
<b>Offensive Point</b>	3585
<b>Defensive Point</b>	2729
<b>Stability</b>	2907
<b>Mobility</b>	Moving: 1052, Turning: 145, Rising: 3830
<b>Cooling Efficiency</b>	3796
<b>Support System</b>	Radar: 225, Sensor: 300, FCS: 1072

When the war began, Missouri chose to enter the battle for the independence of the state. Its people put forth Liberty as their champion Core. Liberty is a truly interesting, risky design. Interesting because it's a lightweight Core that's packing very powerful weapons; risky because those weapons have a combined total of 42 shots, after which Liberty becomes a defenseless Core. With no laser blade, running out of ammo pretty much guarantees a loss, so you'll need to make every shot count if you want to destroy opposing Cores with just the grenade rifle and the spread howitzer. If you're looking for a challenging, innovative Core, give Liberty a try.

### • GRADE: GREAT



### • SPECS

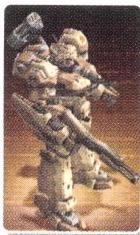
<b>Armor Points</b>	8345
<b>Weight</b>	6744
<b>Surplus EP</b>	5427
<b>Price</b>	667300
<b>Offensive Point</b>	3762
<b>Defensive Point</b>	3071
<b>Stability</b>	3507
<b>Mobility</b>	Moving: 814, Turning: 118, Rising: 2886
<b>Cooling Efficiency</b>	5559
<b>Support System</b>	Radar: 225, Sensor: 300, FCS: 1072

Texas had hoped to wait out the war, relying on its size and internal resources to stay afloat during the period of civil conflict. However, its resources drew too much attention from other states, and it was forced to create its own AC program, the Texas Defense Initiative. Designed to take the fight to close range, Texas Blaze can heat things up with its shotgun/laser blade combo. Get in close, using decoys to draw enemy fire while you approach, then let loose with concentrated shotgun blasts and blad-ing techniques to destroy your opponent quickly and decisively.

### • GRADE: GREAT



## TEXAS BLAZE



Designed by  
Frederick Wiedner II  
of Allen, Texas

### Arm Unit L

Optional Parts OP-S-SCR, OP-E/SCR, OP-S/STAB, OP-E/CND, OP-L/TRN

### • COLOR SCHEME (GENERAL)

<b>Base</b>	Red: 140, Green: 100, Blue: 75
<b>Rid</b>	Red: 200, Green: 170, Blue: 130
<b>Optional</b>	Red: 160, Green: 160, Blue: 160
<b>Detail</b>	Red: 110, Green: 200, Blue: 40
<b>Joint</b>	Red: 80, Green: 80, Blue: 100

### • PARTS

<b>Head</b>	CHD-SKYEYE
<b>Core</b>	CCM-00-STO
<b>Arms</b>	CAM-11-SOL
<b>Legs</b>	CLM-01-EDF
<b>Booster</b>	MBT-NI/MARE
<b>FCS</b>	AOX-X/W-3
<b>Generator</b>	CGP-ROZ
<b>Radiator</b>	RIX-CR14
<b>Inside</b>	MWI-DD/20 Decoy Dispenser
<b>Extension</b>	N/A
<b>Back Unit R</b>	N/A
<b>Back Unit L</b>	CWR-M30 Middle
<b>Rrm Unit R</b>	CWG-GS-72 Shotgun
	MLB-MOONLIGHT Laser Blade

OP-S-SCR, OP-E/SCR, OP-S/STAB, OP-E/CND, OP-L/TRN

### • COLOR SCHEME (GENERAL)

<b>Base</b>	Red: 140, Green: 100, Blue: 75
<b>Rid</b>	Red: 200, Green: 170, Blue: 130
<b>Optional</b>	Red: 160, Green: 160, Blue: 160
<b>Detail</b>	Red: 110, Green: 200, Blue: 40
<b>Joint</b>	Red: 80, Green: 80, Blue: 100

# ARMORED CORE 3 Civil War: Battle Results

	vs. Phantom	vs. Great Bear	vs. Heat	vs. Buckeye 5	vs. Texas Blaze	vs. Liberty	vs. Gumbo	vs. Seattle's Best
<b>Phantom</b>	X	WIN (3-0)	LOSS (1-2)	WIN (2-1)	WIN (2-1)	WIN (3-0)	LOSS (1-2)	LOSS (1-2)
<b>Great Bear</b>	LOSS (0-3)	X	LOSS (1-2)	LOSS (0-3)	WIN (2-1)	WIN (3-0)	LOSS (1-2)	LOSS (0-3)
<b>Heat</b>	WIN (2-1)	WIN (2-1)	X	LOSS (0-3)	WIN (2-1)	LOSS (1-2)	WIN (3-0)	WIN (2-1)
<b>Buckeye 5</b>	LOSS (1-2)	WIN (3-0)	WIN (3-0)	X	WIN (2-1)	LOSS (1-2)	LOSS (1-2)	WIN (2-1)
<b>Texas Blaze</b>	LOSS (1-2)	LOSS (1-2)	LOSS (1-2)	LOSS (1-2)	X	LOSS (1-2)	WIN (3-0)	LOSS (0-3)
<b>Liberty</b>	LOSS (0-3)	LOSS (0-3)	WIN (2-1)	WIN (2-1)	WIN (2-1)	X	WIN (2-1)	LOSS (0-3)
<b>Gumbo</b>	WIN (2-1)	WIN (2-1)	LOSS (0-3)	WIN (2-1)	LOSS (0-3)	LOSS (1-2)	X	LOSS (1-2)
<b>Seattle's Best</b>	WIN (2-1)	WIN (3-0)	LOSS (1-2)	LOSS (1-2)	WIN (3-0)	WIN (3-0)	WIN (2-1)	X

For this event, I deliberately selected a diverse pool of Cores, none of which should be able to easily defeat the rest of them. I wanted as evenly-matched a group of Cores as possible, and I think the results reflect that I was successful in this. No single Core dominated the field, and no Core was completely shut out, either. These were fun matches to play, and

I encourage you to get a group of friends together and hold your own AC3 Civil War, using these same Cores or creating new ones.

Starting from the top, our big winner was Seattle's Best, logging an impressive 5-2 record with 15 rounds won and six lost.

In the end, the combination of the mighty TITAN large missiles (any Core that caught one or more of these was pretty much a goner) and some exceptionally lethal flamethrower strikes delivered David's Washington-based Core to the head of the pack.

In second place is Heat, with the same win-loss record as Seattle's Best (5-2), but with only 12 total rounds won. The Arizona Core proved that its armament of fast-firing weaponry could wear down even the toughest opponents.



One of the best battles of this series took place between Heat and our overall winner, Seattle's Best. In their final match, each with a victory against the other, Seattle's Best hit Heat with two of its four TITAN missiles in the opening minutes of the fight. Heat



managed to dodge the remaining TITAN missiles and then avoid grenade shots until Seattle's Best was left with only its flamethrower. With less than 100 AP left on both Cores, Heat used its last rounds of machine gun ammo to destroy Seattle's Best.

With the same number of wins and overall rounds won, Phantom and Buck-



eye 5 tied for third place. Phantom was the early odds-on favorite to go all the way, with its popular KARASAWA and MOONLIGHT combo, but losses to Heat and Seattle's Best cost big. Later, after Phantom decimated Gumbo in the first round of their battle, the pow-

erful tank Core from Louisiana made a surprise comeback and snatched the victory, another upset which cost Phantom a possible tie for first place. Buckeye 5 used its chain gun/shotgun combo to good effect, but it was kept from the top by a surprising loss to Gumbo (due mainly to Gumbo's ability to soak up damage and keep coming).

Liberty was tied in wins/losses with both Phantom and Buckeye 5 (4-3), but won fewer rounds overall.

Our only tank Core, Gumbo, finished the battle with a respectable 3-4 record. In the end, the lack of mobility against faster Cores and its reliance on slow-firing weaponry were factors that kept this tough Core from earning more wins.

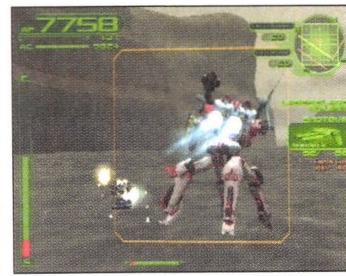
Sporting the bazooka/howitzer combo, California's Great Bear managed some wins, but just couldn't

take the withering attacks of Cores with fast-firing weapons and higher amounts of ammunition.

Finally, in last place with a record of 1-6 is Texas Blaze. The Core from the Lone Star State managed a very impressive win against Gumbo (using mainly its laser blade against the tank Core) but fell to the rest of the competition. However, only Seattle's Best (the eventual winner) managed to sweep Texas Blaze; in every other match, this solid Core was able to win at least one round.



Thanks to everyone who submitted a Core design for this event!





# Tournament Report

# Tournament Report

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## Hawaii Capcom vs. SNK 2 / Marvel vs. Capcom 2 Tournaments!

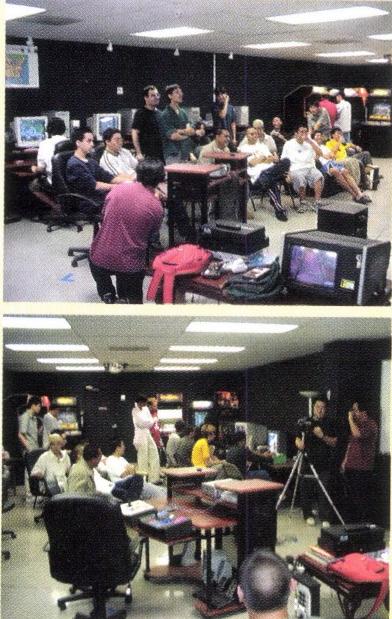
Here are the results from the recent tournaments held at Hawaiian Brian's Billiards in Honolulu, Hawaii on Saturday, March 1, 2003. Special thanks to Matt Souza for the results!

### Capcom vs. SNK 2 Results:

- 1st Place—Ernest Woo
- 2nd Place—Sonny Kim
- 3rd Place—Chris Vierness

### Marvel vs. Capcom 2 Team Tournament Results:

- 1st Place—Team B (Aaron Sasaki, Ryan Caday, Chris Vierness)
- 2nd Place—Team Unknown (Brian Takata, Russell Araki, Johnny Araki)



This monthly column features coverage of major arcade and home video-game tournaments happening all across North America! On these pages you can see photos of the greatest players, check our calendar for dates, locations and tournament events in your area and even get tips on how to run your own video-game tournament. Support your local arcade and get your tournament in *TIPS & TRICKS Magazine*! To contact us about a tournament in your area that you'd like us to cover, send us a fax at (323) 651-3042, or write to us at least two months in advance at *TIPS & TRICKS Tournament Report*, c/o Jason Wilson, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211.

## Arizona Capcom vs. SNK 2 Championship!



Arizona CVS2 champs Nick Otroshkin (2nd Place) and *TIPS & TRICKS*' Geoff Arnold (1st Place).

to play Geoff. Congratulations to the winners!

1st Place—Geoff Arnold (C-Groove Sakura, Bison, Geese, Vega)

2nd Place—Nick Otroshkin (C-Groove Blanka, Benimaru, Ken)

3rd Place—Dan "Superstar" Lite (A-Groove Akuma, Bison, Rolento)

## T O U R N A M E N T

### May 23-25, 2003

#### East Coast Street Fighter Championships

Contact: Chris Cotty  
Eight on the Break  
340-346 North Ave.  
Dunellen, NJ 08812  
(732) 752-8880  
[www.thebreak.net](http://www.thebreak.net)

Games to be featured at this tournament include *Marvel vs. Capcom 2*, *Capcom vs. SNK 2*, *Street Fighter III: 3rd Strike*, *Street Fighter Alpha 3* and *Super Street Fighter II Turbo*. This annual event attracts nearly 200 gamers from all over the United States and Canada each year with cash prizes for the winners!

### June 27-29, 2003

#### 2003 Midwest Street Fighter Championships

Contact: Chad Reznicek  
Family Fun Center  
7052 Dodge St.  
Omaha, NE 68132  
(402) 554-1925

This annual arcade tournament has been known to attract nearly 200 participants from all over the United States and Canada each year, with cash prizes awarded to the winners. Both Single and Team tournaments will be held in various *Street Fighter*-related games, including *Street Fighter II Turbo Hyper Fighting*, *Super Street Fighter II Turbo*, *Street Fighter III: 3rd Strike*, *Street Fighter Alpha 2*, *Street Fighter Alpha 3*, *Marvel vs. Capcom 2*, *Capcom vs. SNK 2*, *Super Puzzle Fighter II Turbo*, with the non-*Street Fighter* game *Guilty Gear XX* included for good measure.

### July 18-20, 2003

#### Twin Galaxies Video Game Festival

Contact: Mall of America  
Interstate 494 and Highway 77  
Bloomington, MN 55425  
(952) 883-8800  
[www.twingalaxies.com](http://www.twingalaxies.com)  
The 3rd Annual Twin Galaxies Video Game

Festival will feature four major gaming world championships in addition to a "classics" arcade and a midway of console and PC games open to the public, all on "free play." Main events include the 3rd Annual Console Video Game World Championship, the 1st Annual Classic Video Game World Championship, the 1st Annual Mall Pinball World Championship and the 1st Annual PC Games World Championship. Thousands of dollars in prize money are expected to be split among the finalists in each championship. The winners will be featured in a forthcoming edition of *Twin Galaxies' Official Video Game & Pinball Book of World Records* and *TIPS & TRICKS Magazine*.

### RECURRING TOURNAMENTS

**Capcom vs. SNK 2 Bi-Weekly Tournaments**  
Contact: Golfland USA  
855 E. El Camino Real  
Sunnyvale, CA 94087  
(408) 245-1322



## OLD SCHOOL VS. NEW SCHOOL



**N**ow that summer is approaching, it's time for the usual array of video-game fighting tournaments to take place in various arcades across the country. The difference this year is that some arcades are actually going through the trouble of acquiring numerous televisions and home video-game consoles to cater to the newer generation of tournament players. It seems that the dawn of the "console" tournament player is now upon us. Back in the early '90s when the web was in its infancy and *Street Fighter II* ruled the planet, tournament players learned their tricks by traveling to arcades all over the city, state and country. New *Street Fighter* games used to appear in the arcades at least a year or two before a (usually inferior) home conversion was released; now they are being released simultaneously, and in some cases the console version appears before its arcade counterpart! Which brings us to the start of a new tournament era: Arcades are rapidly diminishing and fighting-game fanatics are switching to various consoles and custom-made joysticks to try to compete with the "new school" competition. "Old school" tournament champs who honed their skills in the arcade are still the top players...for now. Despite the fact that most of the original fighting-game experts have quit playing competitively, there are still a few who want to make sure that the new kids on the block know their place.

## C A L E N D A R

### Flipper's Amusement Center Tournaments

Contact: Flipper's Amusement Center

8364 Mills Dr.

Miami, FL 33183

(305) 273-0381

Flipper's holds weekly tournaments in *The Grid*, *Capcom vs. SNK*, *Capcom vs. SNK 2* and *Marvel vs. Capcom 2*.

### Game Zone X Monthly Tournaments

Contact: Game Zone X

14447 Roscoe Blvd.

Panorama City, CA 91402

(818) 894-0303

Games include *Street Fighter III: 3rd Strike* and various console titles.

### Eight on the Break Tournaments

Contact: Eight on the Break

340-346 North Ave.

Dunellen, NJ 08812

(732) 752-8880

New Jersey's Eight on the Break arcade holds tournaments twice a week for Mar-

## North American TOP 10 Player Rankings

Rankings based on previous tournament performances, compiled by *TIPS & TRICKS* Magazine. Note: You must be actively participating in tournaments to be considered a "ranked" player.



1. John Choi (Golfland USA, Sunnyvale, CA)
2. Jason Nelson (Golfland USA, Sunnyvale, CA)
3. Brian Tyson (Stargate Arcade, Houston, TX)
4. Justin Wong (Chinatown Fair, New York, NY)
5. Campbell Tran (Golfland USA, Sunnyvale, CA)
6. Alex Valle (Camelot Golfland, Stanton, CA)
7. Ricky Ortiz (Chinatown Fair, New York, NY)
8. David Hem (Stargate Arcade, Houston, TX)
9. George Posadas (College Arcade, Los Angeles, CA)
10. Alex Salguero (UCLA X-Scape Arcade, Los Angeles, CA)



1. George Posadas (Shatto 39 Lanes, Los Angeles, CA)
2. John "Flash" Gordon (Chinatown Fair, New York, NY)
3. (tie) John Choi (Golfland USA, Sunnyvale, CA)
4. (tie) Alex Valle (Camelot Golfland, Stanton, CA)
4. (tie) Michael "Pyrolee" Fauson (Family Fun Arcade, Granada Hills, CA)
5. (tie) Paul Lee (Los Angeles, CA)
5. (tie) Mark "Mopreme" Rogoyski (Einstein's Arcade, Austin, TX)
6. (tie) J.R. Rodriguez (Shatto 39 Lanes, Los Angeles, CA)
6. (tie) Vic Vance (Family Fun Arcade, Granada Hills, CA)
7. Hsien Chang (Einstein's Arcade, Austin, TX)
8. Justin Wong (Chinatown Fair, New York, NY)
9. Dpatrick Orr (Family Fun Center, Omaha, NE)
10. Ricky Ortiz (Chinatown Fair, New York, NY)



1. Justin Wong (Chinatown Fair, New York, NY)
2. Rodolfo Castro (University of Washington, Seattle, WA)
3. David Lee (James Games, Upland, CA)
4. Desmond Pinckney (Chinatown Fair, New York, NY)
5. (tie) Duc Do (Southern Hills Golfland, Stanton, CA)
5. (tie) Jason Kuan (University of Washington, Seattle, WA)
6. (tie) Soo Young Chon (All Amusement Center, Burbank, CA)
6. (tie) Daniel "Clockwork" Maniago (Southern Hills Golfland, Stanton, CA)
7. (tie) Jay "Viscant" Snyder (Nickel City, La Jolla, CA)
7. (tie) Sanford Kelly (Chinatown Fair, New York, NY)
8. (tie) Alex Salguero (College Arcade, Los Angeles, CA)
8. (tie) Long "ShadyK" Tran (Nickel City, La Jolla, CA)
9. Tong "Genghis" Ho (Nickel City, La Jolla, CA)
10. Peter Avila (Camelot Golfland, Anaheim, CA)

Contact: Hawaiian Brian's

1680 Kapiolani Blvd.

Honolulu, HI 96814

(808) 946-1343

[www.hawaiianbrians.com](http://www.hawaiianbrians.com)

In addition to its weekly billiards tournaments, Hawaiian Brian's also holds monthly arcade and console tournaments on the above-referenced games, with cash prizes awarded to the top three spots.

**San Francisco Rush 2049**

**Weekly Tournaments**

Contact: Brian D. Greer

Longhorn Saloon & Restaurant

10011 Bridgeport Way, S.W.

Tacoma, WA 98499

(253) 581-2580

Longhorn Saloon—home of eight linked *Rush 2049* cabinets—holds tournaments every Friday at 9:00 P.M. Participants must be 21 years of age or older to enter, with cash prizes awarded to the winners.

### Marvel vs. Capcom 2 Weekly Tournaments

Contact: George Alfonso

All Amusement Fun Center

201 E Magnolia Blvd. # 128

Burbank, CA 91502

(818) 557-6558

### Marvel vs. Capcom 2/Capcom vs. SNK 2/Tekken 4 Tournaments

Contact: University Pinball

4006 Spruce St.

Philadelphia, PA 19104

(215) 387-3923

The home of many *Street Fighter* and *Tekken* tournaments in the past, University Pinball holds monthly tournaments on the above-referenced games with cash prizes awarded to the winners.

### Marvel vs. Capcom 2/Capcom vs. SNK 2 Tournaments



Greetings, sports fans, and welcome to the Tips & Tricks sports section! In this monthly column, we'll be bringing you all of the freshest dirt on your favorite sports video games. We'll also show you the newest sports-related game goodies and comment on the latest happenings from right here behind the...

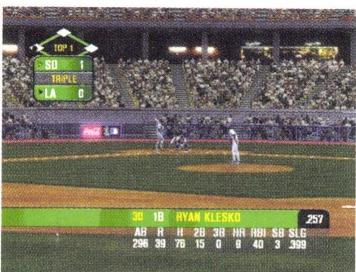
## TIPS & TRICKS

# SPORTS DESK

by Anatole Brown

### Inside Pitch 2003

The simple gameplay interface of *Inside Pitch 2003* is one of the things that set this game apart from the competition; any Xbox owner can jump right in and figure out how to play fairly easily. The other gimmick should be fairly obvious to those who noticed the game's late release date: online play through Xbox Live. This is the first console baseball game with head-to-head online play, so Microsoft was not ready to release it until the online features were just right. Online roster upgrades are available through the Xbox Live membership system, as are new stadiums. What *Inside Pitch 2003* is desperately lacking, however, is a dynasty mode. Not being able to view player and league statistics after finishing a season is another huge downer. If you want to view



the season leaders and standings, you'll have to do it before completing

the season, because everything resets once you get to the playoffs! On the upside, you do get to listen to top-notch commentary from the best in the business, Joe Buck and Tim McCarver, and you can recreate memorable moments of the 2002 season...you can even attempt to break the infamous tie in the 2002 All-Star Game! Playing through Season Mode also gives you the opportunity to earn performance rating points based on game successes such as throwing a



complete game or scoring five or more runs in one inning. Use these points to create your very own superstar, increasing his overall ability statistics and eventually ruling all of baseball! But hang on; you're not Barry Bonds just yet. You still need to get used to the game and all of its little nuances to get an edge on the competition. The fielding is tricky, as in a lot of baseball games;

however, controlling the infield is made easier by the addition some nice dive moves to help you snag those pesky ground balls. Unfortunately, the outfielder furthest from the ball will occasionally be the one who is selected for you to control, making it increasingly difficult to maneuver toward a quickly descending fly ball. *Inside Pitch 2003* may not be the ultimate baseball game, but it is fun, addictive and definitely worth checking out.



#### CREATE-A-PLAYER

##### PLAYER ACCESSORIES

Arm Band R	Color 3
Arm Band L	None
Bat Glove R	Color 2
Bat Glove L	Color 4
Field Glove R	Sunglasses 1
Field Glove L	Sunglasses 2
None	Sunglasses 3
Bat	Sunglasses 4
Sunglasses	Sunglasses 5

Select your player's accessories.

Advance to Player Attributes

### MLB 2004 Secret Codes



At any time during gameplay, press the START button to pause, then enter any of the following codes. If a code is entered correctly, the controller will vibrate.

Enter the same code again to disable its effects.  
Big heads—Up, Left, Down, Right, Up, Right, Down, Left

Big bodies—Up, Down, Left, Right, L1, L2, R1, R2

Big ball—L1, L2, L1, L2, Up, Right, Down, Left

Small heads—Up, Down, Up, Down, R1, R1, L1, L2

Invisible bodies—R1, R2, R1, R2, Up, Down, Left, Right

Fast players (running and fielding)—Left, Right, Right, Left, L1, R1, L1

Slow players (running and fielding)—Left, Left, Right, Right, R2, R2, L2, L2

Programmer names—R1, R2, Right, Right, Left, Left, L2, L1

### Sidelines

"That was a performance I've never, ever seen before...not even on PlayStation!"

—Shaq on Kobe Bryant  
after Kobe dropped 55 points on Michael Jordan and the Wizards



### NBA Live 2003 Playoffs Simulation



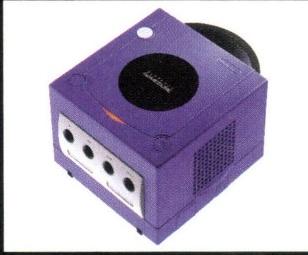
With the NBA playoffs in full swing, we decided to simulate this year's playoffs with *NBA Live 2003* and see which team EA Sports' game favors to win the whole thing. We downloaded the most recent roster updates and seeded the teams exactly the same way as this year's playoffs schedule. We also wanted to check out what Sega's *NBA 2K3* thought of this year's playoffs, but unfortunately the game arranges the playoffs seedings automatically without allowing you to do it yourself. So who are the NBA Champions according to *NBA Live 2003*? We simulated the playoffs ten times just to avoid any flukes and the Los Angeles Lakers won nine out of ten times! The Portland Trailblazers won once. The game favored the New Jersey Nets to make it out of the Eastern Conference six times out of ten. Will the Lakers really four-peat in real-life?

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Rattlebrain

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**Computer Contest.** Win a tricked out gaming computer with 4.0 Ghz Pentium 4, 1 Gig. RAM, 100 Gig. HD, DVD, Windows XP, Nvidia card and more!

**Video Game Contest.** Play on the hi-tech cutting edge with this line-up: Microsoft XBox, Nintendo Gamecube and Sony Playstation 2! Get all three or trade the ones you don't want for CASH! Bonus options include: 33" monitor, \$1,000 in games you choose, Gameboy Advance, cash, accessories and more!

**Media Rig Contest.** The Ultimate Gaming Environment, 60 inch HDTV monitor, 130 watt receiver w/ Dolby Digital, DVD and all components shown. Win DSS Satellite Receiver as a BONUS OPTION! This rig will blow you away!!

**We're talkin' GAMING HEAVEN!**

**Directions.** Fill in the Mystery Word Grid with words going across that spell out the Mystery Word down the side. Hint: use the Mystery Word Clue.

**In the future.** For each contest there will be four more puzzles at \$2.00 each and one much tougher final at \$1.00 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 55% will have the highest score possible score to Phase I, 43% to Phase II, 36% to Phase III, and 32% to Phase IV. Highest score in the final determines the winner. If players are still tied they will split the value of the grand prize they are playing for.

## Mystery Word Grid

H							M
	E						Y
P	I	N	C	H			S
	R						T
S							O

### WORD LIST and LETTER CODE chart

PINCH .....	W	PRESS .....	K	BLAST .....	A	WRECK .....	D
BREAK .....	Z	PUNCH .....	S	SPRAY .....	C	TURBO .....	V
STOMP .....	T	STAND .....	R	PRESS .....	E	DREAM .....	O
CRUSH .....	I	SCORE .....	H	SLANT .....	L	CHASE .....	P

MYSTERY WORD CLUE:

WORLD RULERS HAVE IT AND IN THIS CONTEST **YOU HAVE IT**

Yes!

ENTER ME TODAY, HERE'S MY ENTRY FEE:

- (\$3.00) Video Game Contest
- (\$3.00) Media Rig Contest
- (\$3.00) Computer Contest
- (\$5.00) SPECIAL! Enter them all (SAVE \$4.00)

Name \_\_\_\_\_

Age \_\_\_\_\_

Address \_\_\_\_\_

City \_\_\_\_\_

State \_\_\_\_\_

Zip \_\_\_\_\_



SEND PUZZLE WITH PAYMENT TO:

RATTLEBRAIN, P.O. BOX 9315  
PORTLAND, OR 97207-9315

CLIP AND MAIL



VOID WHERE PROHIBITED • ENTRY DEADLINE: POSTMARKED BY AUG 30TH, 2003 • ENTRY FEE MUST BE INCLUDED  
Only one entry per person. You must be under 30 years old to play. Suppliers of Rattlebrain, Inc. ineligible. Not responsible for lost or delayed mail. Judges decisions are final. Open to residents of the U.S. and Canada. Winners determined no later than 3/30/04. You can request Winners List and Official Rules by writing: Rattlebrain Rules, 1511 SW Park Ave. #1102 Portland, OR 97201. Merchandise names and models are trademarks of their respective companies who, along with this magazine, have no affiliation with this contest. (And, if you've read all this, guess what, you have the personality type to win.) ©2002 Rattlebrain, Inc.

Verifiable retail value of the prize packages as follows: Media Rig Contest package \$7,012.00 core components shown, bonus options \$3,449.00, cash options \$1,250.00. Computer Contest package \$2,500.00 for computer, bonus options \$2,337.00, cash options \$1,250.00. Video Game Contest \$700.00 for systems shown, \$3,549.00 bonus options, \$1,250.00 cash options.



## TIPS & TRICKS

# COLLECTOR'S CLOSET

by Joe Santulli

## PhillyClassic 4

PhillyClassic is the east coast's largest annual video-game convention, clearly focused around vintage gaming and computing...and thus, the perfect venue for collectors like us! This year's show was held on March 28th through the 30th in King of Prussia, Pennsylvania. Featur-

ing dozens of vendors, classic coin-ops, home consoles set up for anyone to play and frequent giveaways, this year's show was the best so far (judging by the amount of money I plunked down for video games).

Everyone from the casual gamer to the grizzled hunter/collector found something to take home this year. Games, hardware and peripherals for every system imaginable were for sale on the show floor. My goal was to fill in some gaps in my NES collection, and I happily nabbed 19 minty-fresh, boxed games during the weekend. PlayStation and PS2 games...dozens of hard-to-find Atari carts...tables upon ta-

bles of Super NES and Genesis games...you get the idea.

In addition to the vintage wares, several new games debuted. As I've mentioned in past columns, new titles for systems past are still being designed and distributed, and shows like

PhillyClassic are a wonderful stage to unveil them. For sale for the very first time was *Stunt Cycle* for the Atari 2600, rescued from gaming obscurity by Atari2600.com and manufactured in limited quantities just for this show. Atari Age offered many other new 2600 games, includ-

ing 3D Rubik's Cube, *Revenge of the Apes*, Space Treat Deluxe, Cat



Trax and more!

For a real dose of nostalgia, you simply had to spend some time with the arcade machines that were placed together to form a mini classic arcade. As I jumped from the cocktail table version of *Warlords* to *Zoo*

*Keeper to Track & Field*, I reflected on the glories of a mis-spent youth, pumping quarters into these machines after school. The only difference here was that I didn't need quarters. Long live "free play!"

Lots of sideline events kept up the "show" atmosphere at PhillyClassic 4. These included a costume contest where participants dressed as video-game characters, a live auction, game tournaments (including a *Dr. Mario* contest won by last month's "Room of Doom" collector, Dave Warmington), *Tron* star Cindy Morgan and industry legend Sid Meier meeting and greeting guests at the show. If you missed it this year, there's always next year!

### spotted at PhillyClassic 4

- *Panzer Dragoon Saga* (Sega Saturn), like new: \$225
- *Condor Attack* (Atari 2600): \$125
- Commodore Amiga CD-32 system, boxed with five games: \$125
- GCE Vectrex, boxed with eight games: \$75
- Complete set of Fairchild Channel F games: \$5 apiece

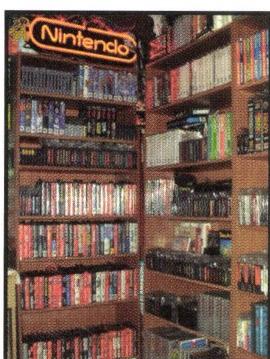


## ROOM OF DOOM



Welcome to the game room of Jim "Video Game Master" Combs. Jim has approximately 1,500 different video games and over 60 different systems including handhelds. He has laid claim to the very rare Japanese *Samurai Spirits NeoGeo Pocket Box Set*, a complete *Steel Battalion* set-up and an original *Galaxian* arcade machine. Veteran collectors, take note: Jim is only 17 years old!

I invite you to send in your own personal "Room of Doom" photos for display in a future edition of *Tips & Tricks Collector's Closet*. Send two or three photos of your proudly-displayed games to "Room of Doom," c/o *TIPS & TRICKS*, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211, and be sure to tell me about the highlights of your collection.



Are you a video-game packrat? Do you own more video games than you could possibly beat in a whole year, even if you played non-stop? Would you go without food to save up the money to buy a rare TurboGrafx-16 game, an obscure Atari 2600 controller, a limited-edition Game Boy Pocket or a leather *Killer Instinct* jacket? If so, this monthly collectors' column is for you!

Photo: Jeff Randles

Photo: Jeff Randles

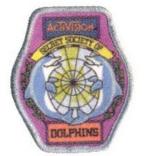
# ACTIVISION Patches

Those of you who have had the pleasure of spending some time with Activision Anthology for the PlayStation 2 have probably explored enough of the game to earn various patches (not the computer kind...the kind that you sew on your jacket!) from playing select titles. After achieving a certain goal in one of the game's 45-odd retro Atari 2600 titles, you receive a virtual image of the corresponding patch to add to your in-game display case. It's a very neat feature, prompting the question: "How did one acquire the REAL patches back then?" Back in the early-'80s heyday of the Atari 2600 game system, most of Activision's games came with a challenge. All you had to do was meet a certain scoring requirement as outlined in the game's instruction manual, take a photo of your TV screen as proof, mail it in to Activision and POW!—the patch was mailed to you a few weeks later, accompanied by an official letter of commendation. This was one of the

coolest promotional schemes ever cooked up by a video-game company; it promoted skill-based, competitive play and gave the best players "bragging rights" by actually awarding tangible (and collectible!) proof of their accomplishments.

The patches—and especially the letters—are very scarce today. A more common patch like the one received for *Kaboom!* is worth \$10-\$15, while uncommon patches such as the one you received for beating the game *Dolphin* could fetch as much as \$150 from a collector! If you've got any of these patches, put them in a safe place. Or better still, display them for posterity!

The patches awarded for real-life Atari 2600 scores and for Activision Anthology are shown here. Activision also awarded patches for Atari 5200, Atari 8-bit computers, ColecoVision, Commodore 64 and Intellivision high scores as well, but we don't have room to show them all!

				
<b>BARNSTORMING</b> <b>Atari 2600 Requirement:</b> Under 33.3 seconds Game 1) or Under 54.0 seconds (Game 3) Under 51.0 seconds (Game 2) or Under 54.0 seconds (Game 3) <b>Activision Anthology Requirement:</b> Under 54.0 seconds (Game 3)	<b>BEAMRIDER</b> <b>Atari 2600 Requirement:</b> 40,000 points, sector 14+ <b>Activision Anthology Requirement:</b> 2,500 points, sector 14+	<b>CHOPPER COMMAND</b> <b>Atari 2600 Requirement:</b> 10,000 points <b>Activision Anthology Requirement:</b> 8,000 points	<b>CRACKPOTS</b> <b>Atari 2600 Requirement:</b> 75,000 points <b>Activision Anthology Requirement:</b> 17,500 points	<b>THE ACTIVISION DECATHLON</b> <b>Atari 2600 Requirement:</b> 8,600 points <b>Activision Anthology Requirement:</b> 8,000 points
				
<b>THE ACTIVISION DECATHLON</b> <b>Atari 2600 Requirement:</b> 9,000 points <b>Activision Anthology Requirement:</b> 8,500 points	<b>THE ACTIVISION DECATHLON</b> <b>Atari 2600 Requirement:</b> 10,000 points <b>Activision Anthology Requirement:</b> 9,000 points	<b>DOLPHIN</b> <b>Atari 2600 Requirement:</b> 80,000 points <b>Activision Anthology Requirement:</b> 15,000 points	<b>DOLPHIN</b> <b>Atari 2600 Requirement:</b> 300,000 points and view secret word <b>Activision Anthology Requirement:</b> 25,000 points	<b>DRAGSTER</b> <b>Atari 2600 Requirement:</b> Under six seconds <b>Activision Anthology Requirement:</b> Race 20 times
				
<b>ENDURO</b> <b>Atari 2600 Requirement:</b> 5 days <b>Activision Anthology Requirement:</b> Drive over 2,500 miles)	<b>FREEWAY</b> <b>Atari 2600 Requirement:</b> 20 points (Game 3 or 7) <b>Activision Anthology Requirement:</b> 10 points (Game 3 or 7)	<b>FROSTBITE</b> <b>Atari 2600 Requirement:</b> 40,000 points <b>Activision Anthology Requirement:</b> 12,000 points	<b>GRAND PRIX</b> <b>Atari 2600 Requirement:</b> Under 35 seconds (Game 1) or Under 1:00 (Game 2) or Under 1:30 (Game 3) or Under 2:30 (Game 4) <b>Activision Anthology Requirement:</b> Under 35 seconds (Game 1) or Under 1:00 (Game 2) or Under 1:30 (Game 3) or Under 2:30 (Game 4)	<b>H.E.R.O.</b> <b>Atari 2600 Requirement:</b> 75,000 points <b>Activision Anthology Requirement:</b> 75,000 points
				
<b>ICE HOCKEY</b> <b>Atari 2600 Requirement:</b> Beat the computer <b>Activision Anthology Requirement:</b> Beat the computer	<b>KABOOM!</b> <b>Atari 2600 Requirement:</b> 3,000 points <b>Activision Anthology Requirement:</b> 200 points	<b>KEYSTONE KAPERS</b> <b>Atari 2600 Requirement:</b> 35,000 points <b>Activision Anthology Requirement:</b> 10,000 points	<b>LASER BLAST</b> <b>Atari 2600 Requirement:</b> 1,000,000 points <b>Activision Anthology Requirement:</b> 100,000 points	<b>LASER BLAST</b> <b>Atari 2600 Requirement:</b> 1,000,000 points <b>Activision Anthology Requirement:</b> 100,000 points



# ACTIVISION Patches

<b>MEGAMANIA</b> Atari 2600 Requirement: 45,000 points <i>Activision Anthology</i> Requirement: 45,000 points	<b>OINKI</b> Atari 2600 Requirement: 25,000 points <i>Activision Anthology</i> Requirement: 5,000 points (Game 1)	<b>PITFALL!</b> Atari 2600 Requirement: 20,000 points <i>Activision Anthology</i> Requirement: 20,000 points	<b>PITFALL II: LOST CAVERNS</b> Atari 2600 Requirement: 99,000 points <i>Activision Anthology</i> Requirement: 99,000 points	<b>PLAQUE ATTACK</b> Atari 2600 Requirement: 35,000 points <i>Activision Anthology</i> Requirement: 10,000 points
<b>PRESSURE COOKER</b> Atari 2600 Requirement: 45,000 points <i>Activision Anthology</i> Requirement: 15,000 points	<b>PRIVATE EYE</b> Atari 2600 Requirement: Complete Case 3 <i>Activision Anthology</i> Requirement: Play Case 3 (no scoring requirement)	<b>RIVER RAID</b> Atari 2600 Requirement: 15,000 points <i>Activision Anthology</i> Requirement: 12,000 points	<b>ROBOT TANK</b> Atari 2600 Requirement: 48 tanks destroyed <i>Activision Anthology</i> Requirement: [not available]	<b>ROBOT TANK</b> Atari 2600 Requirement: 60 tanks destroyed <i>Activision Anthology</i> Requirement: [not available]
<b>ROBOT TANK</b> Atari 2600 Requirement: 72 tanks destroyed <i>Activision Anthology</i> Requirement: 48 tanks destroyed	<b>SEAQUEST</b> Atari 2600 Requirement: 50,000 points <i>Activision Anthology</i> Requirement: 35,000 points	<b>SKIING</b> Atari 2600 Requirement: Under 28.2 seconds (Game 3) <i>Activision Anthology</i> Requirement: Under 32 seconds (Game 3)	<b>SKY JINKS</b> Atari 2600 Requirement: Under 37.0 seconds (Game 1) <i>Activision Anthology</i> Requirement: Under 37.0 seconds (Game 1)	<b>SPACE SHUTTLE</b> Atari 2600 Requirement: Dock x 5 and under 4,500 units fuel <i>Activision Anthology</i> Requirement: Dock once and land
<b>SPACE SHUTTLE</b> Atari 2600 Requirement: Dock x 6 and under 7,500 units fuel <i>Activision Anthology</i> Requirement: Dock once and land	<b>SPIDER FIGHTER</b> Atari 2600 Requirement: 40,000 points <i>Activision Anthology</i> Requirement: Timer = 300 seconds	<b>STAMPEDE</b> Atari 2600 Requirement: 3,000 points <i>Activision Anthology</i> Requirement: 1,500 points	<b>STARMASTER</b> Atari 2600 Requirement: 3,800 points <i>Activision Anthology</i> Requirement: 300 seconds remaining (Game 1)	<b>STARMASTER</b> Atari 2600 Requirement: 5,700 points <i>Activision Anthology</i> Requirement: 300 seconds remaining (Game 2)
				<b>David Crane's Laser Blast Patch</b> Former Activision designer/programmer David Crane told us why he thought that the patch from his game Laser Blast was one of the toughest to earn:  "Laser Blast had a joystick reset; you point the joystick Up at the end of the game and it resets. Now, kids played this game for five-and-a-half hours. Your arms get numb after about the first two hours...and there's no 'pause' in this game! So they'd be absolutely bleary-eyed and numb when they reached a million points...and in relief, they'd throw the joystick down on the table. And of course, the joystick goes Up and resets the game before they can get their camera. So we had a number of letters—with tears dried on the paper!—from these kids, saying, 'I really did it, I promise you...I really did it but I don't have a picture of it!'"
<b>STARMASTER</b> Atari 2600 Requirement: 7,600 points <i>Activision Anthology</i> Requirement: 180 seconds remaining (Game 3)	<b>STARMASTER</b> Atari 2600 Requirement: 9,000 points <i>Activision Anthology</i> Requirement: 220 seconds remaining (Game 4)	<b>TENNIS</b> Atari 2600 Requirement: Beat the computer <i>Activision Anthology</i> Requirement: Beat the computer		

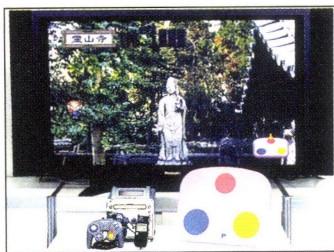


# 186 JAPAN REPORT!

by Anatole Brown

## Spiritual Gaming

P-Change, a sub-division of Matsushita, recently released a very different kind of game for the GameCube in Japan. *Ohenro-san: Hoshin no Dojo* (*The Pilgrim: Dojo of the Awakening*) can be best described as a virtual tour of Japan's most sacred and ancient Buddhist pilgrimage route: the tour of 88 temples on the island of Shikoku, or "Shikoku-reijo." Traditionally, the 88-temple pilgrimage is done all on foot and takes the average person about 40 days to complete. These days, however, many young worshippers use public transportation and even drive around the island (yours truly took three weeks to complete the route with public transportation). Surprisingly, there are many elder Japanese who still insist on walking the whole way. *Ohenro-san* is very unique in that the title was created for senior citizens to enjoy. The game is played with a three-button controller which the user steps on with the left and right feet to emulate the walking pilgrim. The third red button is for elders who have lost the ability to walk. As the player walks on the controller, the game counts the number of steps taken and the picture images will



change on the screen. A separate pedometer device is also available which you can take outside and walk around in real life. The pedometer is then connected to the GameCube and calculates the distance travelled and translates that number into the game. This is the first title in a four-part series and covers the first 23 temples on the route. The game is packed with historical info and is also meant to educate the player. *Ohenro-san: Hoshin no Dojo* is not a bargain title by any means: The game itself costs 8,800 yen, the controller costs 6,800 yen and the pedometer is 5,800 yen. You can also buy the whole *Ohenro-san* Panasonic GameCube Q set for an insane 53,600 yen (about \$450 U.S.)! Who would have thought that you could improve your Karma through the GameCube?



## GBA goes multimedia

Soon you'll be able to do more than just play games on your Game Boy Advance! A Japanese company called AM3 (not to be confused with Sega's AM3 development studio) recently announced a special GBA device that uses Smart Media cards to play audio and video files on the GBA. The AM3 device uses specially-formatted 32MB Smart Media cards which can hold up to 24 minutes of crystal-clear video or up to five hours of MP3 music files. AM3 is trying to



price the unit at under 2,800 yen and expects to release it in stores sometime in October.

The company is currently determining how to distribute audio and visual content for the new device. The current plan is to have several "download station" kiosks in convenience stores where customers can purchase content for 200 yen. Of course, downloading files from the Internet is also being considered. One company has already agreed to create CD-ROMs containing 26 anime episodes that can be downloaded to the GBA device for viewing.

AM3 also expects to release the device in the U.S. and Europe, so keep an eye out for more news on this awesome peripheral.

## Torchic GBA SP

To celebrate the fifth anniversary of the Pokémon Center stores in Japan, Nintendo recently released a limited edition Torchic Game Boy Advance SP. The metallic orange GBA SP features a silhouette of Torchic, one of the new Pokémon characters in *Pokémon Ruby and Sapphire*. The Torchic GBA SP retails for 12,500 yen, the normal price for a regular GBA SP in Japan. It can only be purchased at the Pokémon Center stores in Tokyo and Osaka and is limited to one per customer. Get one now!



## Panzer Dragoon Orta Figure

This amazingly-detailed *Panzer Dragoon Orta* figure was created by Takayuki Takeya, one of Japan's most celebrated sculptors. Only 1,000 of these rare figures will be sold online at [www.buildup.jp](http://www.buildup.jp) starting in June. The figure costs 24,800 yen—definitely not a toy!



## Auto Modellista 7

Yoshio Yanagihara of Aichi Prefecture was in for a big surprise when Capcom's notoriously crazed Chief Operating Officer, Yoshiki Okamoto, pulled into his driveway in a special-edition Auto Modellista car! Yanagihara won the souped-up car in a Capcom sponsored sweepstakes contest. The Auto Modellista car is actually a specially-designed Mazda RX-7 and was used for various promotional events for the game. Congratulations!





# COOL ZONE

It's the last editorial page of our 100th issue, and we know of no better way to bring it to a close than to dish out another edition of...

# cool ZONE



This pendant is modeled after the mysterious tattoo on Jen's back in Sony's Primal for PlayStation 2. The pendant started a fashion craze in the Tips & Tricks office with everyone sporting the sun-like symbol around their necks. Suddenly everyone went Goth!



It's nice to know what time it is when a giant mutant is chasing you down with a sledgehammer. Capcom sent us this sleek Clock Tower 3 watch to promote its latest horror adventure. We like the Capcom "blue" color...but shouldn't a Clock Tower watch be analog instead of digital?



The Water Worm from X Concepts is possibly the ugliest and most bizarre toy we've ever seen. It's basically a water gun that can stretch up to over three feet long when filled to the brim. It comes with a spigot that can be attached to a hose for easy refilling. The worm can hold three pounds of water and can squirt up to thirty feet away. Collect them all: Oozeoid, Slimeavore, Hydroped, Sludge Slider, Optispit and Mucusaur. A six-foot Water Worm is also planned for this summer. Gross out your friends for \$17.99!



R/C MicroSizers are mini remote-controlled cars that only take 45 seconds to fully charge. Based on Capcom's new PS2 game, this Auto Modelista version features several replaceable body parts, including the Mazda RX-7, Toyota Supra, Nissan Skyline R32 and R34. The remote control unit also acts as the charger for the car; just snap the car onto the controller, charge for 45 seconds and the car will run for over two minutes. A nifty Turbo Blaster button lets you gun the car for more speed. The R/C MicroSizers Auto Modelista model is available now for \$29.99.

We received this vampire killing kit to promote the new Hunter: The Reckoning—Wayward game. A bottle of holy water, garlic and a letter opener can go a long way when disposing of the undead. They also make a good pasta sauce.

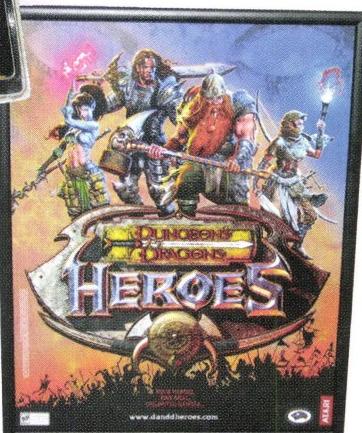


Pelican's SP Power Pak gives you two options to charge your Game Boy Advance SP: through the cigarette lighter of your car or through a USB port. The USB port connection allows you to charge and play the GBASP from your computer or laptop. That's almost better than lugging around a bulky power adapter!!

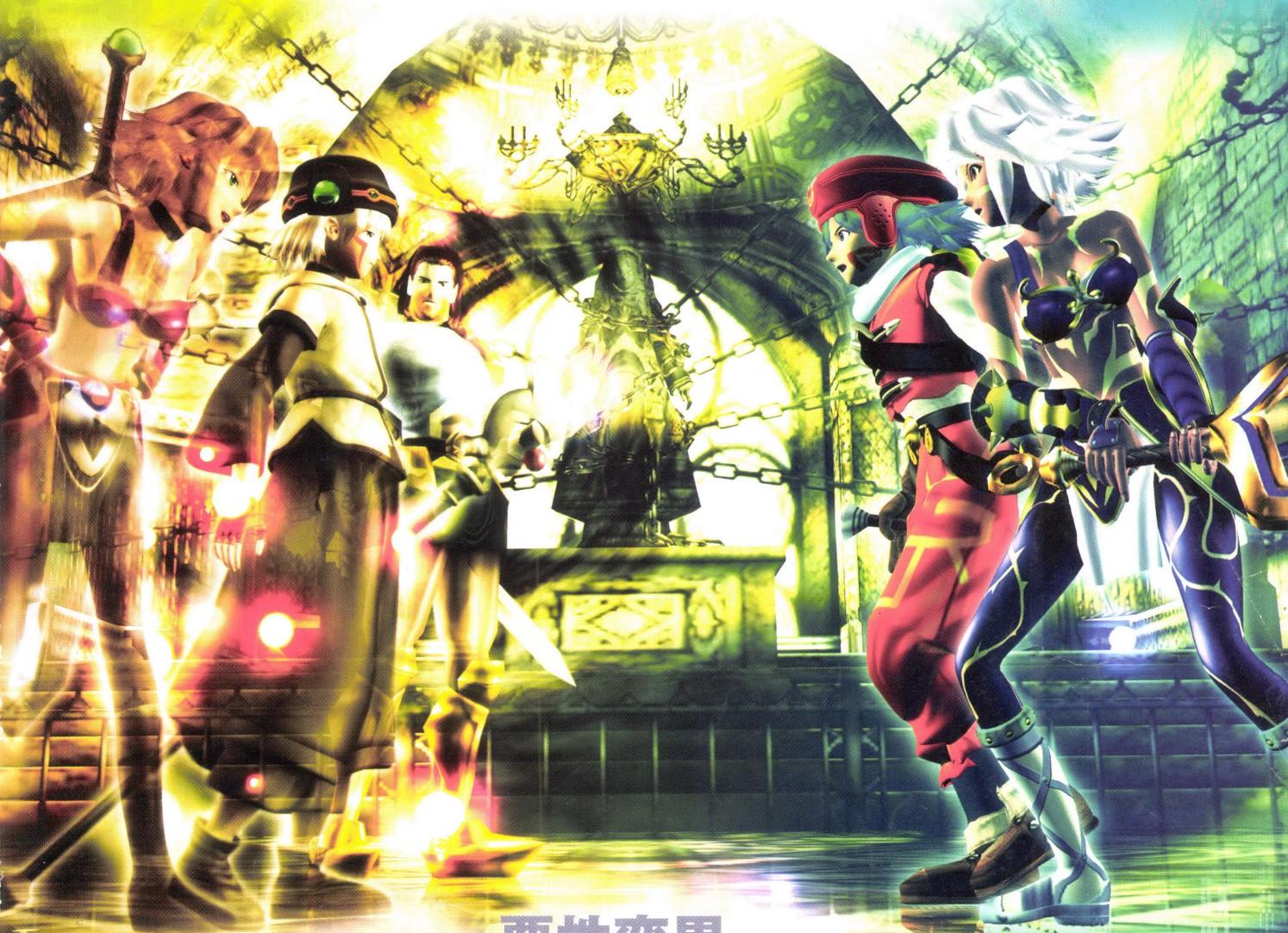


Charlotte scored this super-fly Medal of Honor bomber jacket while visiting Electronic Arts to check out the new Medal of Honor: Rising Sun game. The Medal of Honor logo patch even has fake bullet holes in it. War vets may be a little confused by this jacket, since the Medal of Honor is the highest honor bestowed by the U.S. military for self-sacrifice.

This framed Dungeons & Dragons Heroes poster features the four different character classes that can be played in the upcoming game: the Fighter, Wizard, Cleric and Rogue. It's hard to believe that the original Dungeons & Dragons game was first published way back in 1974...almost 30 years ago!

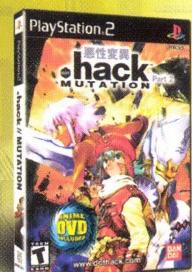


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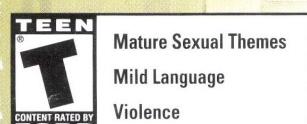


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# CLOCK TOWER

## 3



Blood and Gore  
Violence

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